

Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: varnish on September 28, 2011, 10:07:31 pm

Title: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)
Post by: varnish on September 28, 2011, 10:07:31 pm

(I hope this makes sense. I can never tell.)

From the Journals of Aban Brothertreaties, Bookkeeper, middle grade.

It’s odd. While life in the Mountainhomes has been tense these last few years, what with people being forced off on one mad venture or another for our mad queen, (being made to build a tree house in a volcano, chop down every on a glacier and whatnot), I never suspected that I would be one of them. I mean, I tried to keep my head down, spent most of my days down in the storerooms keeping a count of all of my district’s tower cap buckets (338. Someone up there’s got a fondness for the things). Innocuous, is what I tried to be. Kept myself to myself. It should have worked!

I did not really expect to have my door kicked down by two burly soldiers, (would it really have hurt them to open it?). They were grinning. Well, it wasn’t their door lying in two pieces on the floor, so they could afford to look cheerful. Personally, I liked that door, and was sad to see it go. Now, people generally do not break down your door in order to present you with a nice gift and a pass for a few days off work, so when they wordlessly handed me the scroll, I figured it would be bad news. And, well, here’s how it read:

A Royal Message from her Majesty, Queen Bomrek the Mighty

“Good morning, and a bright and cheery hello to all of my friends and readers. Though aren’t you all both, really? I sure like to think of us as friends. Anyway, this letter is winging its way to you from my lovely new garden, where I’ve just installed a marvelous little elk bird bath that should bring in all the jolliest little critters from the caves. You know, as I was having the bath put in, I couldn’t help but wonder about that mysterious land known as Nightmare Island. Such unpleasant name could surely only describe the most lovely of places, don’t you think? I thought about sending a few of my good friends over there by boat to see what wonderful things they might find, but then I had a brainstorm! I thought, why build a little teensy bridge to the island, so that all of you, my lovely wonderful friends might get to experience Nightmare Island for yourselves! I know, I’m such a generous absolute monarch who holds all of your lives in my hand like so many mewling insects, ready to be crushed out of existence if the thought of doing so pleases me. Anyway, I thought I would just burst if I didn’t get started on this new project right away, so I’m having this little letter sent to my best and most wonderfully lovely of friends. They’re so lucky, I can hardly stand it, because they get to start building my marvelous bridge! Ta ta!
PS. And big extra thanks to Marjorie Watts, who sent in that lovely recipe for carrot and crundle cake that you’ll find on page 72. It’s lovely!”

Journal Continues:

I turned the paper over. There was no page 72, or even a page 3. And I'm sure that Marjorie can't be a real name. Oh well. It’s easily the cheeriest death sentence I’ve ever received. (Not that I have a large number to compare it to, but, you know.) Any protest I might have made about this whole thing being, you know, a rather bad idea fell on unsympathetic ears. The guards were more interested in hauling me out of my room and down to a waiting wagon. (Quite a haul, but I’ll leave that out. The details are painful.)

So that’s how I’ve ended up here, on this wagon. I and six others, tasked with building a bridge to, (or from, depending where we end up. Considering events so far, it could go either way.) “Nightmare Island”. Yes, I’m sure it’s a lovely place. I’m sure of it.



Oh gods.

(Ok, so the basic idea: Build a giant bridge. With fountains and giant statues and suchlike. The bridge is across the ocean. It’s something I’ve attempted, and reattempted once before as a community fort, but rather than try to resurrect that one, which is a bad idea, I’m starting a new one! It has the fortress defense mod, for extra fun. It is a community fort, so feel free to request a dwarf and make up a character and so on.)

Ahem: New Version starts here: <http://www.bay12forums.com/smf/index.php?topic=93958.msg3012722#new>

Title: Re: Oceanbridge of Dreams - A Fortress Defense Community Fort Thing
Post by: Dermonster on September 28, 2011, 10:20:41 pm

Derm. Axedwarf. Soulchopper as a custom title. The usual of soloing of forgotten beasts and titans that aren't cheating dust users.

Bridge! Seems neat. I shall oversee the defence.

Seeing as it's DF, we're likely to spawn on nightmare island somehow. I look forward to you trying to explain how you teleported across 11 world tiles.

Title: Re: Oceanbridge of Dreams - A Fortress Defense Community Fort Thing
Post by: peregarrett on September 28, 2011, 11:28:15 pm

Gar, mechanic, please.

Let the most battle occure at the middle of bridge! With refuse dropped to ocean afterwards.

Also, war elephants... ::)

Title: **Re: Oceanbridge of Dreams - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **September 29, 2011, 01:46:14 am**

BTW would be nice to see biome info.

Title: **Re: Oceanbridge of Dreams - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **September 29, 2011, 02:22:50 am**

sounds interesting. im sure you could dig a tunnel that you could later flood to begin with so you have access to both sides.
or use a drainage system to get the foundations layed. posting for dorfing as a miner/emergancy warrior Karakzon :)

Title: **Re: Oceanbridge of Dreams - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **September 29, 2011, 02:28:15 am**

Underground tunnel is for dwarves, and bridge for surface dwellers. Don't forget customs office! Elves pay extra taxes.

Title: **Re: Oceanbridge of Dreams - A Fortress Defense Community Fort Thing**
Post by: **NRDL** on **September 29, 2011, 02:30:12 am**

Nix, miner/militia please.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **September 29, 2011, 01:47:29 pm**

Quote from: peregarrett on September 29, 2011, 01:46:14 am

BTW would be nice to see biome info.

But of course:

Tropical Shrubland Temperature: Hot Trees: Woodland Other Uegetation: Moderate Surroundings: Wilderness	Tropical Ocean Temperature: Hot Trees: None Other Uegetation: None Surroundings: Wilderness
Very deep soil Aquifer Deep metals	Little soil Shallow metals Deep metals

Quote from: Karakzon on September 29, 2011, 02:22:50 am

sounds interesting. im sure you could dig a tunnel that you could later flood to begin with so you have access to both sides.
or use a drainage system to get the foundations layed. posting for dorfing as a miner/emergancy warrior Karakzon :)

Oh, there will probably be a tunnel. And a bridge built inside of the tunnel. And maybe one built over magma. First things first, though.
There are still two dwarfs open, but I'm going to start the fort now.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **September 29, 2011, 07:31:39 pm**

From the Journals of Aban Brothertreaties, Granite the First, 191:

Well, we made it. I'd rather not think about how we made it, as apparently our queen and her guards thought that "shoving everyone on a raft and pushing it in the direction of the island" was a good plan. And here I was thinking that we could start building from the shore we were actually on. Silly silly me.

For a few days, we drifted in the sea. Then we drifted, and drifted, and then, just as I thought we might be lost for good, and doomed to a life trapped on a rickety boat, we hit a rock and sank.

Fortunately, one of the others spotted that we were near some sort of shore, and it was just a matter of wading to safety! If we aren't at our real destination, well, there's nothing to be done about it. The others seem to think we are (more on them later). Safely ashore on Nightmare Island. That... that doesn't sound like it makes sense, does it?

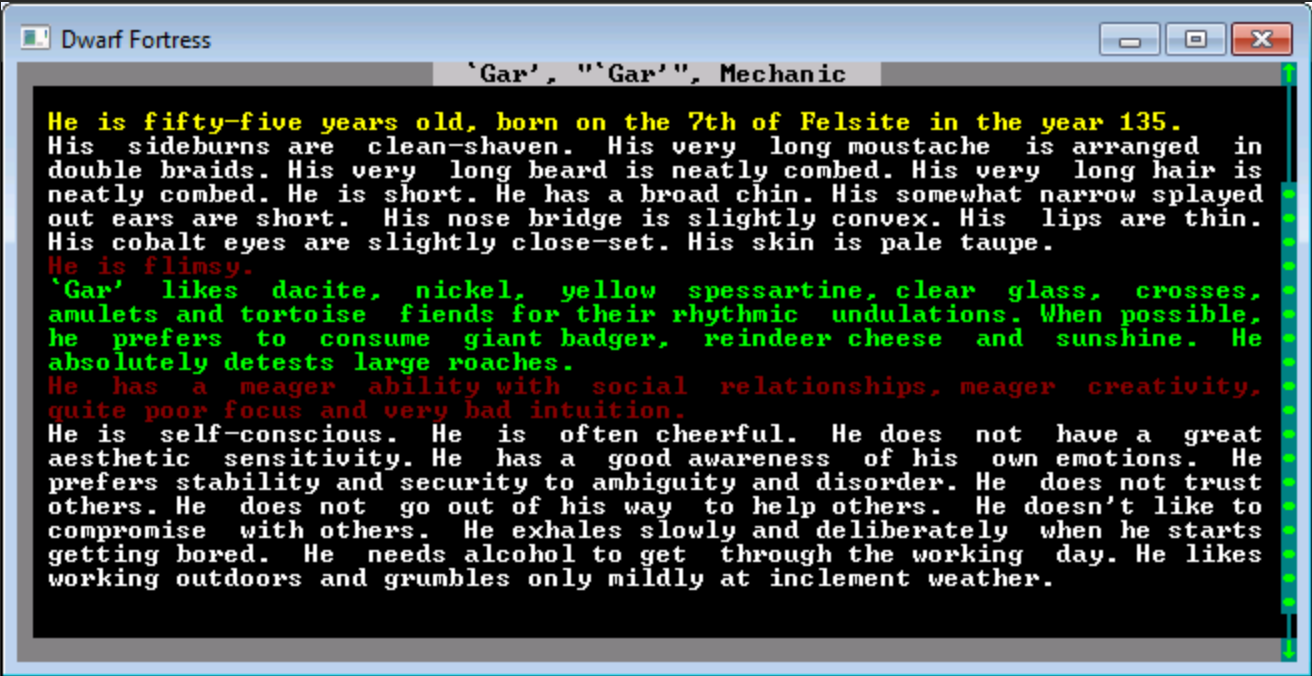


I suppose that makes us the first dwarfs to set foot on this island. I've walked up and down the shore a bit, and it honestly doesn't seem all that bad. There's some large white birds overhead, doing bird things, and I think I can see some trees past the dunes, but nothing that seems hungry for dwarf blood has leapt out at us yet. Maybe the whole nightmare thing is just a myth? Well, we've still got to build that bridge, and that's enough of a nightmare for me.

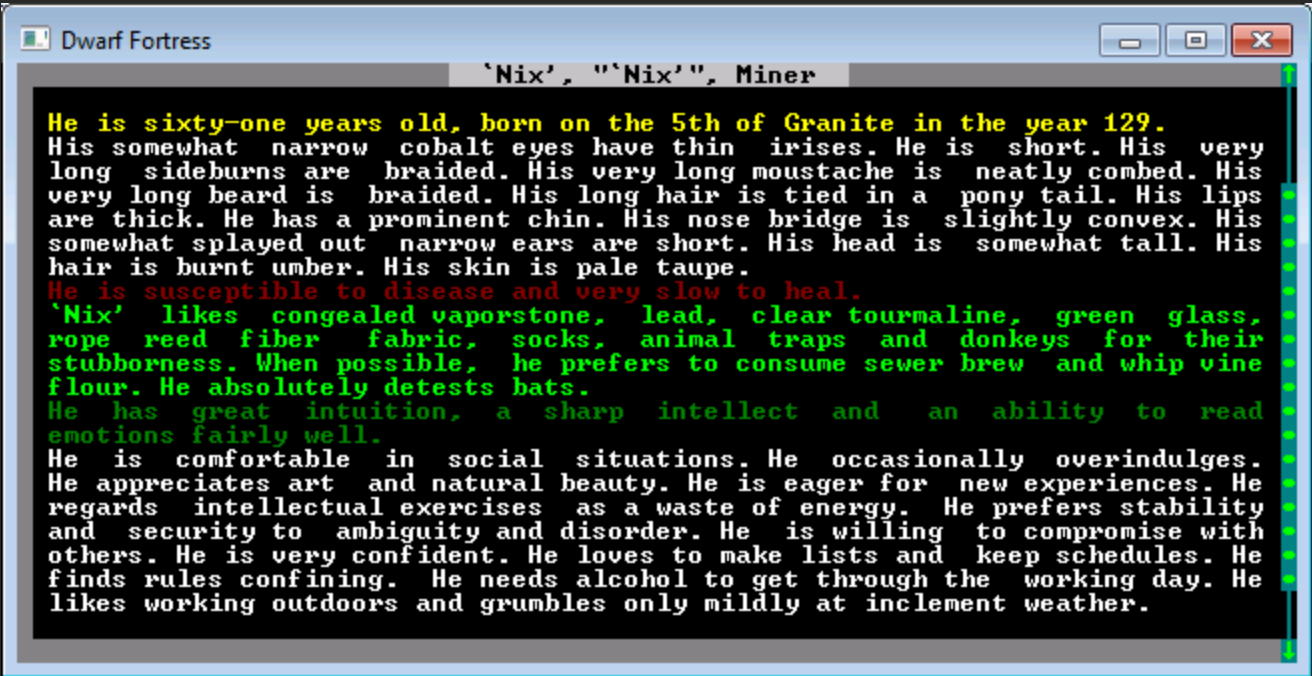
Anyway, there are a six others who have been sent out here with me. Seven people to build one bridge? Ugh. Well, I've met a few of them. First there's:



Carries an axe, calls himself the “Soulchopper”. Well, it’s good that someone here knows how to fight, just in case. The whole Soulchopper thing is a bit unsettling, though. “The Soulchopper of Nightmare Island”. Yeesh.
Next:



He’s a mechanic. That’s probably good.



A miner.



Also a miner. He seems to have some ideas on how to actually start building this thing, which puts him ahead of me.

There’s two others who I haven’t talked to yet, (perhaps due to the fact that we’re all sopping wet and miserabile.) Well, I’m sure that I’ll get a chance soon. It’s not like there’s a way out of here. It's time to get to work. I think I'd like shelter and food first, but I'm not sure about the others. Maybe I should call a meeting? I do love meetings.

(Ok, there's the introduction out of the way. Things should move faster now that I'm actually playing. Hopefully)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **aussieevil** on **September 29, 2011, 08:31:03 pm**

I'll take the next miner that comes along.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **September 30, 2011, 01:51:07 am**

Yes, first the shelter, farms and room to sleep.
Then stone-mining and mass-production of stone blocks. Or glass blocks - that's even better. I do think surface bridge is better than tunnel!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **EddyP** on **September 30, 2011, 02:07:46 am**

Are you sure that the enemies will spawn on only the one shore, rather than both?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **September 30, 2011, 02:11:50 am**

Sure thing they will be on both sides. Even different squads of single siege. And we'll meet them at the middle of bridge and drop the bodies at depth of the ocean!

Thieves will be dropped alive and being bet on getting to the shore or drowning.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **EddyP** on **September 30, 2011, 02:25:48 am**

Quote from: peregarrett on September 30, 2011, 02:11:50 am
Sure thing they will be on both sides. Even different squads of single siege. And we'll meet them at the middle of bridge and drop the bodies at depth of the ocean!
Thieves will be dropped alive and being bet on getting to the shore or drowning.

So basically sieges are going to spawn mere yards from the front door? I thought that the idea was that the fort was on one side of the bridge and the sieges spawned on the other.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **TurkeyXIII** on **September 30, 2011, 02:32:17 am**

A 2x16 embark and war with the Elephants? You're *screwed!*

... A dorf please! A metalsmith who believes that any bridge worth building is worth building out of steel. Name: Turk

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **September 30, 2011, 02:33:48 am**

Quote from: TurkeyXIII on September 30, 2011, 02:32:17 am
A 2x16 embark and war with the Elephants? You're *screwed!*
... A dorf please! A metalsmith who believes that any bridge worth building is worth building out of steel. Name: Turk

...If not being flooded by magma.

Steel and glass!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **September 30, 2011, 02:55:49 am**

Give me a crossbow dwarf and name him Heavy Weapons Guy.

Hes got a new plan for goblins.

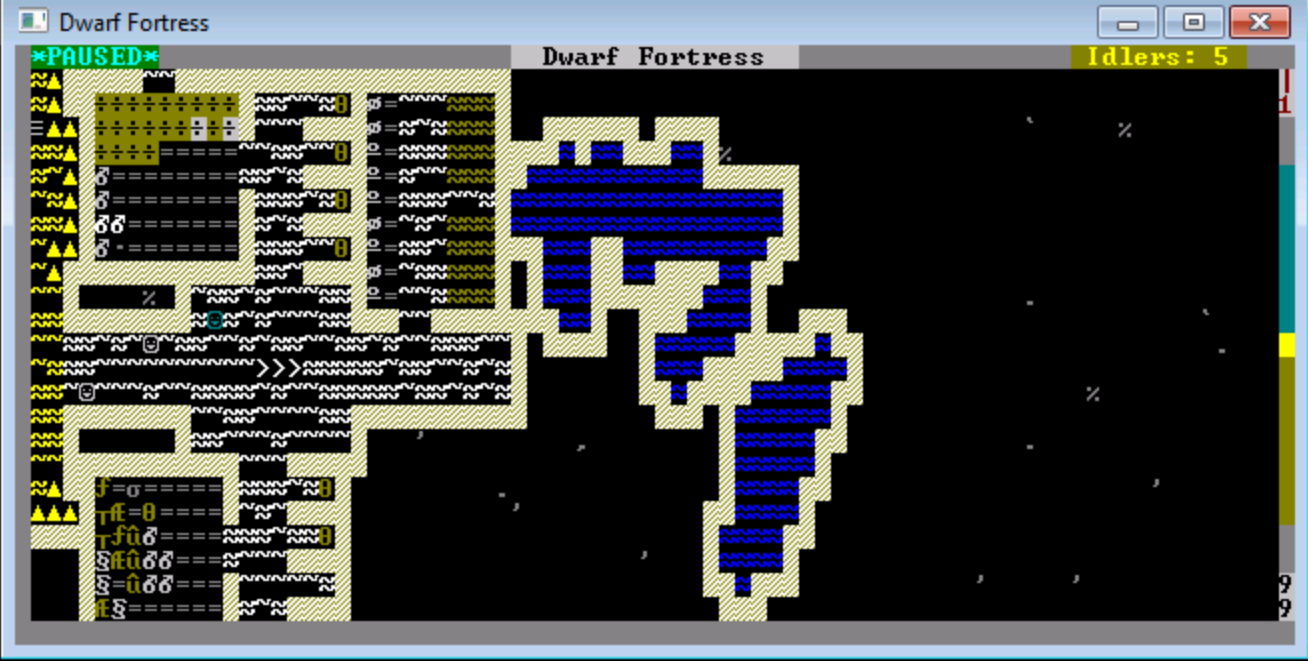
MORE PAIN.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **September 30, 2011, 01:33:54 pm**

Oceanbridge, the first month:

While building an enormous bridge for no good reason was obviously vital, Aban and the others agreed that it would be hard to start while starving to death and dying of exposure. Nix and Karakzon got to work turning the hard packed sand dunes into a set of semi-habitable rooms, while the others busied themselves unloading the wagon.

Aban was pleased to see that they had two decent quality copper axes; she claimed one for herself, the other naturally being picked up by Derm, the Soulchopper. Derm wasn’t especially happy with his first assignment, to “go chop up a few of those palm trees that have been menacing us”, but he acknowledged that they would probably all sleep better on beds. Besides, who could say whether trees had souls or not? They might, and they might really deserve a good chopping. He got to work. The shelter began to take (admittedly ugly) shape:

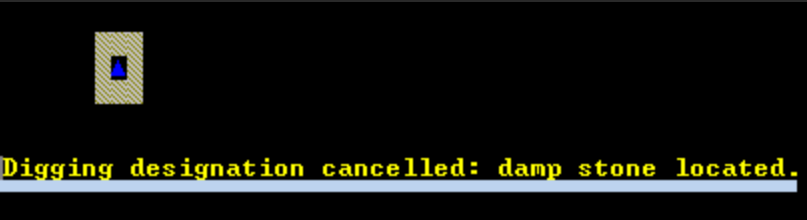


3rd of Slate, 191

“Just keep digging, Karakzon, that’s what I say. There’s bound to be some good solid stone somewhere down here. Just we’re only two layers down, so- hey!”
Karakzon, who’d been only been half listening to Nix’s chatter looked up from his own work. “Hit some stone?”

Nix pointed to the hole he’d been digging. It had already filled with muddy water. Karakzon grunted. “There’s a problem.” He leaned on his pick. “You think we might be able to build this bridge outta sand? Because I think that good solid stone you mentioned might be buried in a couple hundred feet of water.”

Nix nodded. "There's ways through aquifers, right? I guess we should bring this up at that meeting Aban's having up top. Speaking of which."



The First Official Meeting Of Oceanbridge:

“Ok, is everyone here? Even the dogs, are... ok, good.” Aban looked around the “main hall” (a little room carved out of white sand, and held up primarily by hope). “Just when did we get these dogs, anyway? Did they come along with us? I don’t remember them from the wagon...” She shook her head. “Whatever. The point is, I thought we might take this meeting to talk about this, well, this bridge we’ve got to build. I mean, at this stage, we don’t even know how we’re going to build the thing, so... ideas?”

Gar, the mechanic spoke up. “I’m no glassmaker, but I see a lot of sand here, and a lot of trees. Easy enough to put those together. Just picture it, if you will: A bridge of green glass, shining like a beacon as it stretches from horizon to horizon...”

Aban nodded and began to take notes. She’d lost all of her papers in the sinking of the raft, and had to make do with a block of wood and a piece of charcoal, but she was going to take notes come hell and high water. “Green... glass... ok, that sounds-"

“And steel! ” This came from one of the two that Aban hadn’t had a chance to meet yet. Turk, maybe, a metalsmith. “A bridge like this, it’s got to be made out of steel. Aside from providing work for yours truly, it would... Well, just think of it! There’s no metal out there better than steel.”

“What about adamantine?”

Turk sneered. “That’s a myth, Karakzon. Adamantine doesn’t exist. No, if you want something built right, you use steel.”

“Green glass, and steel.” Karakzon said, correcting him.

“Right! Oh, and we can pump magma up from the depths and run it down the middle of the bridge!” This suggestion from Gar got applause from most of the others.

Aban looked surprised. “Why would we do that?”

“Why? So we could pour it on our enemies!”

“Oh, right. Them. Er... any more suggestions?”

The meeting went on for another few hours before a rough plan was completed. (It involved glass, and steel, and giant trap doors, and elephants. Aban was trying not to get worried about the actual feasibility of it all.) Nix sat quietly in the back, wondering when the best time to mention the aquifer would be. Well, if they were going to start off with glass, they wouldn’t need stone for some time, right? He decided to mention it to Aban afterwards. After all, the damn thing wasn’t going to go anywhere. Not yet.

(Next: Migrants and Aquifer and Giraffes)

Quote from: EddyP on September 30, 2011, 02:25:48 am

Quote from: peregarrett on September 30, 2011, 02:11:50 am

Sure thing they will be on both sides. Even different squads of single siege. And we'll meet them at the middle of bridge and drop the bodies at depth of the ocean!

Thieves will be dropped alive and being bet on getting to the shore or drowning.

So basically sieges are going to spawn mere yards from the front door? I thought that the idea was that the fort was on one side of the bridge and the sieges spawned on the other.

((In my experience with this kind of fort, yes. Sieges do spawn right next to the fort. Ambushes too. It's a whole lot of fun! And I'm sure you know what that means.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **September 30, 2011, 02:05:18 pm**

It is possible to get through an aquifer layer in just a year using wood, since a pump next to a pump transfers power.

anyways: Ide like to have a real grafitying i told you so concerning adamantine when we find it :)
if we live that long.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Person** on **September 30, 2011, 03:02:36 pm**

Posting to watch. Also, fun fact. the ocean is 10 embark tiles wide here, so for a 1 tile wide bridge, you need 480 blocks, and then some for the beach tiles. This is gonna be long, but awesome. How's the fps by the way.
Also also, dorf me as the metalsmith. Also also also(I use that word too much, must fix), do you already know how to pierce aquifers? If not, are you going to look it up?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **September 30, 2011, 03:10:46 pm**

I'm taking architector's jobs. We have to pass through aquifer, we have to pump magma up here... a lot of pumps and mills... BTW, do ocean waves move waterwheels? I'm curious...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Person** on **September 30, 2011, 03:48:10 pm**

Pretty sure any water will move a wheel, but waves aren't constant so they probably would be no good.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **September 30, 2011, 09:18:05 pm**

- ((Some comments:
1. I got through an aquifer once using pumps, but I only have a vague memory of how it worked.
 2. To make glass we need charcoal. To make charcoal we need a wood furnace, which needs to be built from fire-safe materials. Of which we have none. Woops!
 3. Steel? Ha ha ha, steel.

Also, Turkey, I just realized the dwarf I gave you is female. Is that all right, or would you prefer another?))

Workin' on the update. And here:

Events from the Summer of 191

Nix knew there had to be stone around somewhere. He’d had a long career as a miner, and one of the most important lessons he had learned was that if you don’t strike gold in the first spot, you find a new place to dig. Pick in hand, he was exploring.

He’d found white sand, and loamy sand, and just plain sandy sand, when some densely packed earth (also sand) gave way under his pick and revealed what had to be stone. Not much, just a small basalt boulder, if he was any judge, but still, stone!

He gave it a light tap.



A bit later:

“You found stone and you didn’t fetch it up here? Why not?”

Nix coughed a bit before answering. He was soaked to the bone, again. They’d managed to haul him up the (now flooded) stair just in time. “I had some trouble with the boulder, Derm. It was heavy. And I was trying not to drown. Because the ocean rushed in. Which nearly made me drown.”

“Oh, fine. We still could have used that damn thing.”

They were interrupted by Gar, who ran into the hall shouting. “Monsters! There’s a whole herd of monsters out there! No wonder they call this Nightmare Island!”

“Right!” Derm leapt to his feet. “Turk, my axe! Thank you. I’ll deal with these monsters. The only nightmare they’ll find here,” he yelled as he charged out the entrance and into the surf, “IS ME! I’ll-” Derm stopped.

There was a small herd of animals out there all right. But they didn’t look like monsters. Or at least, not like any monster he’d ever seen. They were... confusing.

A huge leaf-eating mammal. It has an extremely long neck. Its skin has a distinctive brown and white pattern.
She is gigantic. Her hair is striped brown and white. Her skin is brown. Her eyes are brown.

Just when Derm had decided that, confusion be damned, he was going to settle this matter with his axe, he heard a cheery voice call out, “I say! Is this the Bridge? We’ve come quite a ways to see it, and it doesn’t appear to be around!”

Some migrants have arrived.

Migrants!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **September 30, 2011, 11:45:43 pm**

Gar is mechanic, not animal worker, so his knowledge of nature sucks.

I think we have to pass through aquifer with wooden pumps and walls. Glass will be after we find magma or coal veins, charcoal is for losers, and we don't have plenty of wood here... Is there enough wood to make walls and pumps?

Maybe we should consider cave-in method?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **TurkeyXIII** on **October 01, 2011, 04:51:31 am**

Quote from: Karakzon on September 30, 2011, 02:05:18 pm

anyways: Ide like to have a real grafitying i told you so concerning adamantine when we find it :)

Pfff, like that could ever happen ::)

Quote from: varnish on September 30, 2011, 09:18:05 pm

Also, Turkey, I just realized the dwarf I gave you is female. Is that all right, or would you prefer another?))

Female is no problem.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **NRDL** on **October 01, 2011, 04:56:01 am**

Nix seems to be a pretty talkative and social dwarf, all things considered. I hope mining gives him superdwarven stats.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **October 01, 2011, 07:44:09 am**

I request a dwarf, gender irrelevant, name Di. Profession: mad artillerist. Since we're bringing magma up, I'd recommend trying out firing balista through moses effect lava wall to see if firing arrow results in more deaths (actually that's what I'm trying to do in my current fort but may very well never finish, just as compassion of 'a better pumpstack' and Hussel's synchronized pumps, the last one being conventional pumpstack but built from top to bottom. What I can say for sure about it is that it'll move magma all the way up in one tick without filling the intermediate levels) but I digress, in a meantime, my dwarf could do the masonry or help out with mechanics.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Mormota** on **October 01, 2011, 10:53:56 am**

Awesome. Requestin' a-me a dwarf called Mormota. Preferably miner/military, or, failing that, an engraver.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **October 01, 2011, 11:36:52 am**

i belive the basics of drilling through a aquifyer with just wood is: a square box of dug out aquifyer, surrounded by rows of pumps that pump the water into a trough that is also dug out of the same aquifyer, wich will then take the water pumped ontop of its water layer and absorb it.
make sure the box is big enough to acomidate multiple aquifyer layers though.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 01, 2011, 12:42:18 pm**

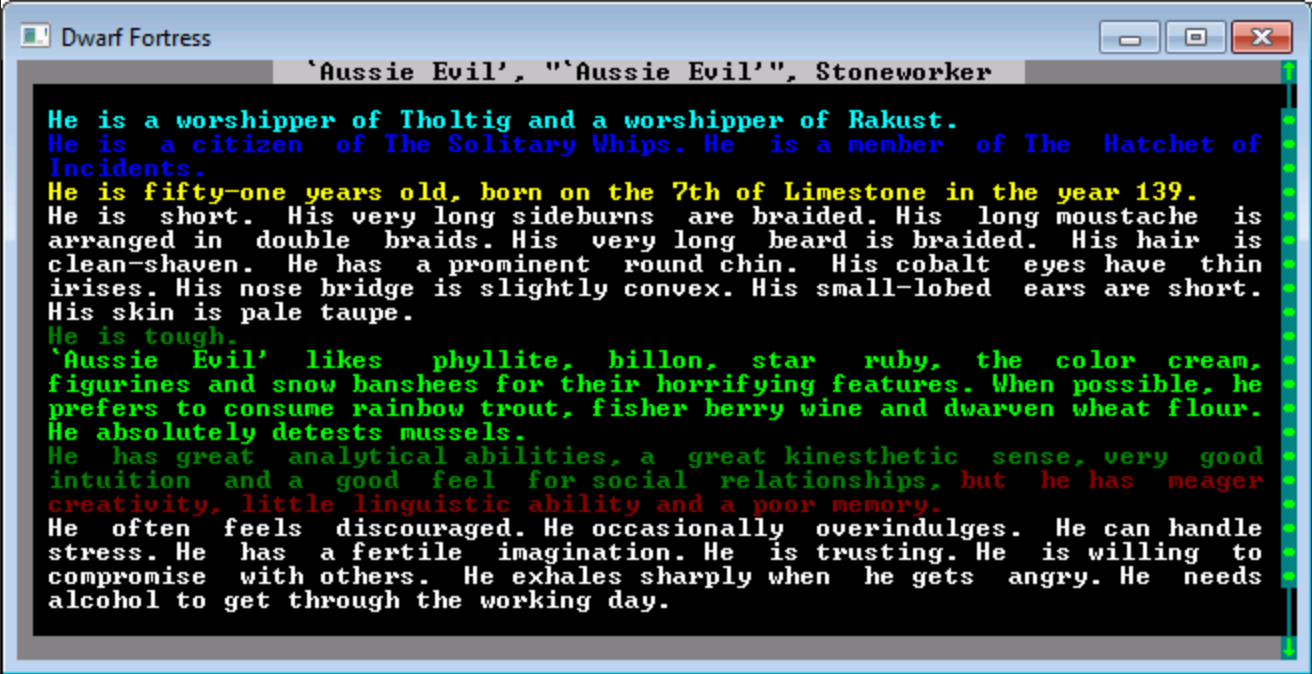
From the Journals of Aban Brothertreaties

Well, I'll admit that I was not expecting migrants. I wasn't actually sure what to expect, as our mad queen is somewhat unpredictable. I mean, it's just as possible for her to send a wagon loaded with tower caps harps, as it is to send help.

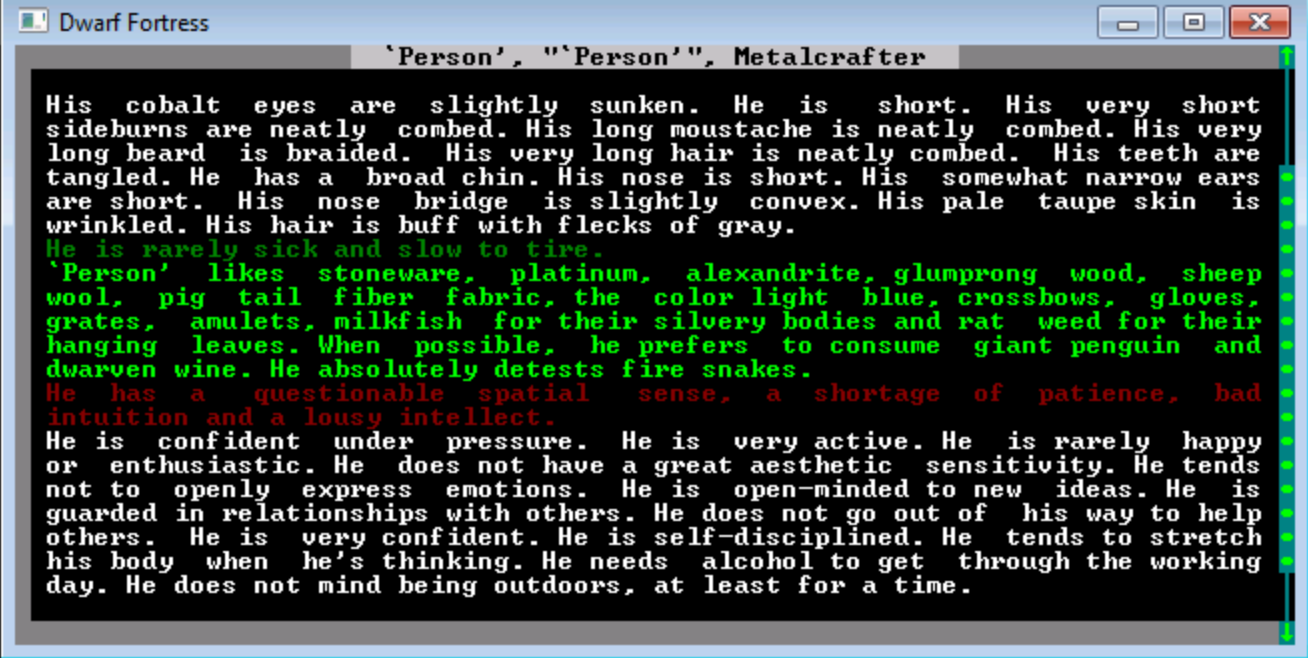
Their spokesman seems to think the bridge should have already been complete, (how?) and the rest of them seem equally eccentric. Plus, when I asked them how they got here, he told me "by boat". Why the hell didn't we take a boat? Since when do we have boats? Also, does our queen really expect us to be done by now? We haven't laid a single block yet, all because of this aquifer issue. Well, nothing to be done. Aside from start building, I guess.

I've met a few of the new arrivals. Here's some notes on them. Got to keep myself organized. I might not be able to depend on anything else, but at least I've got my notebook. Er, such as it is.

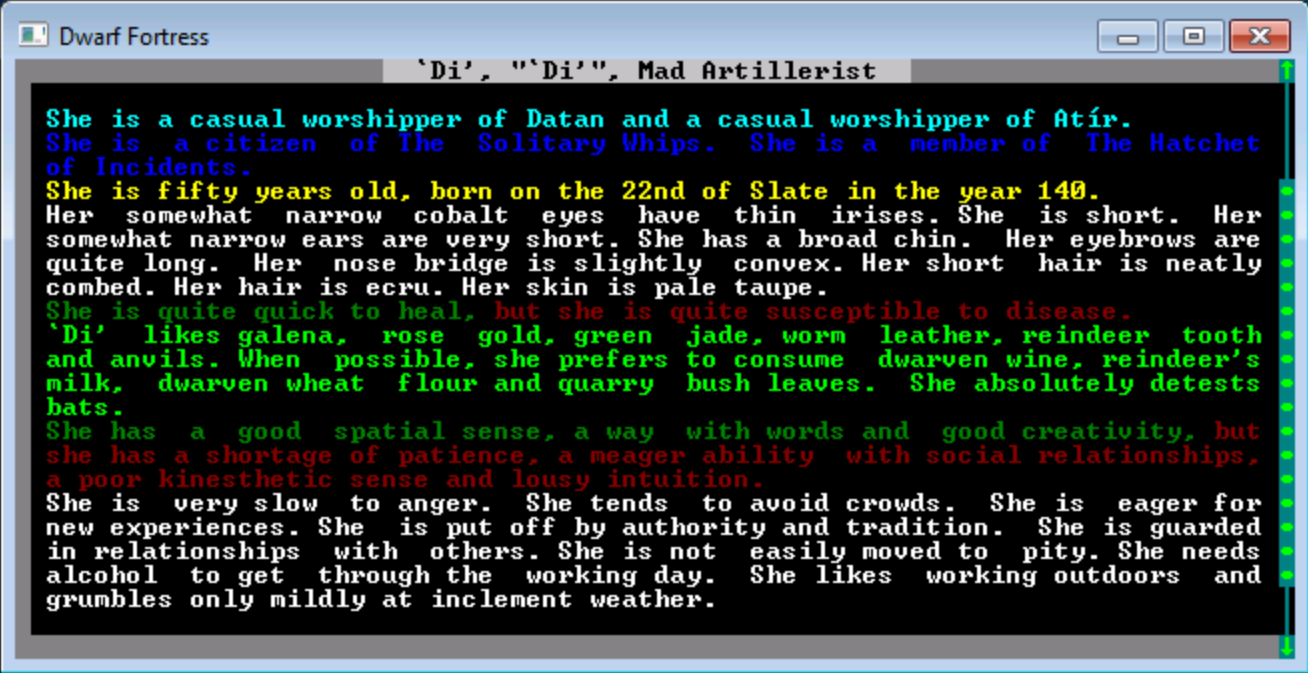
There's a miner calling himself Aussie Evil. Not sure what the first word means, but I'm a bit worried by the second.



Person, a metalcrafter. Odd name.



Then there’s Di. When I first met her, she demanded to be shown to the ballistas and magma, because she had “a plan”. I guess she was disappointed when I told her we had neither.

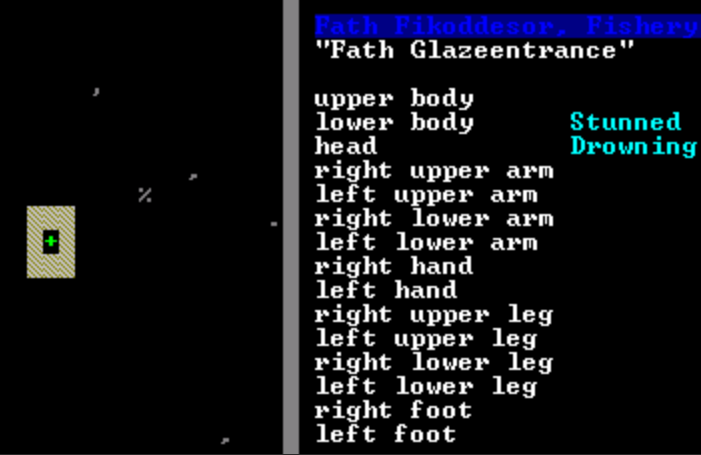


((More dwarfs coming soon. It was a very small migrant wave))

The summer of 191 was a busy one at Oceanbridge. Gar went to work with enthusiasm, designing and building a set of screw pumps that he said would “move the water out, real safe, no problem.” There were still some issues.

Dîshmab Atírison, Thresher cancels Operate Pump: Dangerous terrain.
'Gar'. Mechanic cancels Construct Building: Building site submerged.
The dwarves suspended the construction of Screw Pump.

One of the new migrants (who had decided to beat the rush) almost drowned while trying to fish in the flooded tunnels.



Aban was still unsure how he’d survived, but had ordered him to fish in the ocean like a sane person.

The First Official Test of the Pumps: 16th of Galena, 191

“So what’s the plan here, Gar? I assume you have one?”

“Of course I do, Nix. It’s simple. We start the pumps going up here, they empty the aquifer. You hop down into it, neat as you please, and lay down the floor and so on. That gives us a nice dry place to dig down into stone.”

“And you’re sure this will work?”

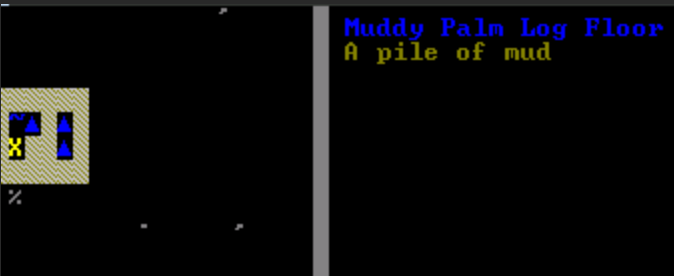
Gar thought for a moment. “Theoretically.” He turned to his two assistants, ignoring Nix’s protest. “All right, start the pumps!”

The pumps, in fact, worked spectacularly well. So well, that Nix was caught completely off guard by the wall of water that came rushing out of the output valve. It hit him square in the chest and knocked him down into the flooded channel he just dug. He couldn't really swim under good circumstances, and being over your head in water while more poured on top of that was pretty far from good.

“You ready, Nix?” Gar shouted over the sound of the mechanisms. “I think I can see a bit of ground down there, so-”. He realized he was talking to the air. He looked back, and saw Nix flailing helplessly in the channel “Oh. Hold on, you two.” The assistants stopped pumping, and together the three of them hauled Nix out of the channel. Gar shook his head “You damn fool, you weren't supposed to jump down that one. That's where the output empties, weren't you listening?”

Nix glared at him. “Shut up, let me get dry and let’s try this again. And this time, you can jump down there.”

The second test went much better, and the first blocks were laid down in the floor.



Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 01, 2011, 02:30:15 pm**

Woohoo, it works!

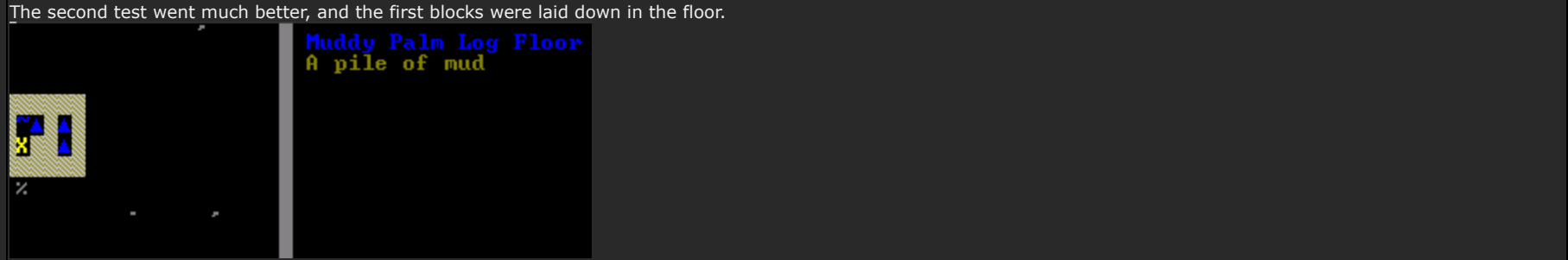
Also, I designed nice appearance of our Bridge! Look:

```
WWWWWWWWWWW - glass (or gem, if we'll have plenty) windows, constructed over steel floor
~~~~~ - MAGMA!
WWWWWWWWWWW - windows over steel floor again
FFFFFFFFFFF - steel fortificaions
+++++++
+++++++ - bridge floor
+++++++
FFFFFFFFFFF - same as the other side
WWWWWWWWWWW
~~~~~
WWWWWWWWWWW
```

Fortification block inner windows from trolls' and other destroyers' invasion. Outer windows are subject to flying destroyers, so it's FUN 8)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **October 01, 2011, 02:46:16 pm**

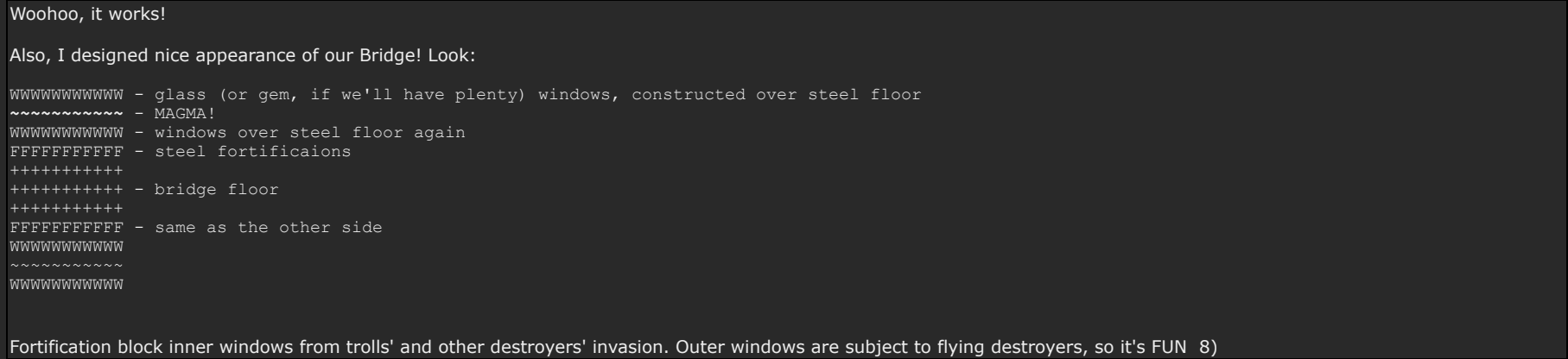
Quote from: varnish on October 01, 2011, 12:42:18 pm



erm... why would you need floor in the aquifer when it's walls that create water?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 01, 2011, 03:44:48 pm**

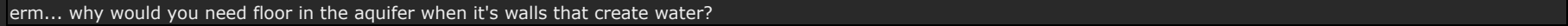
Quote from: peregarrett on October 01, 2011, 02:30:15 pm



AAAAUGH!!!

And by that I mean, yes that looks good.

Quote from: Di on October 01, 2011, 02:46:16 pm



That is a very excellent question. The answer is: I got confused. That's how I learn; by making every mistake possible.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **NRDL** on **October 01, 2011, 11:18:06 pm**

I nearly fricking drowned. >:(

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 02, 2011, 02:10:20 am**

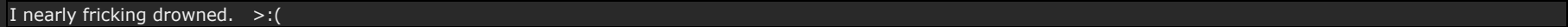
Quote from: varnish on October 01, 2011, 03:44:48 pm



So, down to the magma, coal and iron! Strike the earth!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 02, 2011, 10:30:17 am**

Quote from: NRDL on October 01, 2011, 11:18:06 pm



((Twice, so far. Sorry. I'll try to keep that from happening in the future.

Just a short post, while I work on problems. Today is International Problem Day))

Late Summer – Mid Autumn 191: Nothing Happens, A Timeline Noted by Dodok, Bored Bonecarver.

20th Galena – Seagulls.

13 Limestone - Large number of puppies born.

14 Limestone - The Great Puppy Feast

8 Sandstone – Remarkably large wave destroys Person’s sand castle. He’d just got the towers right, too.

21 Sandstone – Di finds unusually shaped piece of driftwood. Proudly displays it in main hall, until Aban takes it down.

23 Sandstone – Different seagulls.

25 Sandstone - Warthogs amble along beach. Derm confronts hideous monsters, bellowing war cries. Warthogs indifferent.

2 Timber – The aquifer is finally broken through!



((YES!!))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **NRDL** on **October 02, 2011, 10:33:54 am**

Awesome, thanks.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 02, 2011, 11:58:34 am**

So, while I was fickin with pumps down there you all didn't made a fuck?!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **October 02, 2011, 06:57:30 pm**

We need sharks.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 03, 2011, 04:50:36 am**

Quote from: Masked_Hunter1825 on October 02, 2011, 06:57:30 pm

We need sharks.

Captured, tamed and fed by enemies.

Or captured and fed by criminals... have to think of it!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 03, 2011, 05:04:44 am**

So, this is the basic design of Shark Execution:

```
#####
#~~~~~#.....<#
#~~~~~#.$.$.$.$.$.#
#~~~~~#.....###
#~~~S~~~~~X.$.$.$.$.$X^~ - to the FREEEEEEEDOOOM!!!
#~~~~~#.....###
#~~~~~#.$.$.$.$.$.#
#~~~~~#.....#
#####
```

Left is a pond with shark inside, right is a jail with chains. Criminal is chained, then floodgate is opened, water with shark runs out. After execution is finished, second floodgate is opened, shark runs to the ocean and is recaptured.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 04, 2011, 07:41:56 pm**

((Such a sad weekend. My car has gone the way of the dinosaurs. It was the best car, it even had a nickname. I called it "car"))

The Aquifer is Defeated

Gar and his two assistants came bounding up the stairs, Gar himself taking them two at a time. Aban was in her office (well, she was at the chair shoved up against one of the walls in the main hall that she called her office), and she jumped up, surprised as he appeared.

“Break out the rum, break out the beer, because we’ve broken through the aquifer! Come see!”

The news spread quickly through the rest of the fort. Not that hard, as there were still only 17 of them there. But soon those 17 were gathered in a damp, but significantly not soaked wood walled passage. Below them, a stairway led down into granite.

“Well done, Gar.” Aban said. “Now we can finally get to work on the bridge.” She thought for a moment. "I guess we need a lead architect for the project, and so on. Gar, that’s you. Try not to make it, you know, too crazy.”

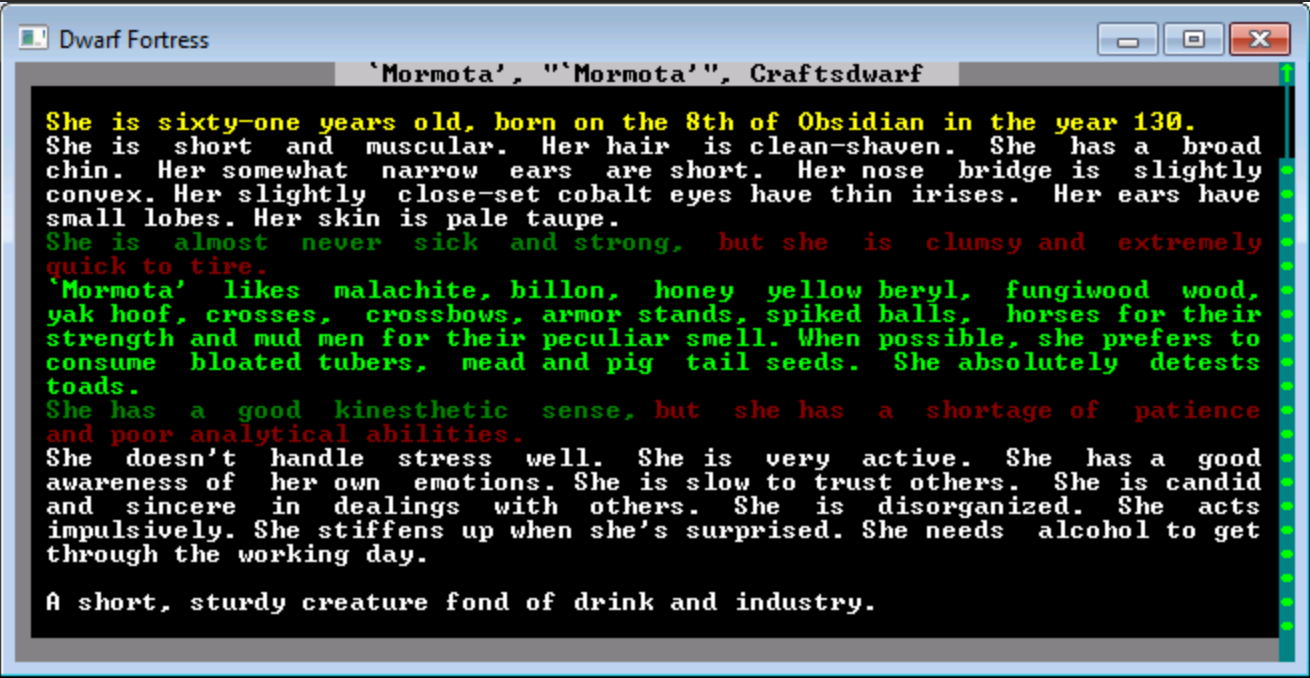
"Right, boss. Speaking of that, though, I want to show you a plan I came up with for dropping our enemies into a tank filled with vicious sea monsters."

"Wait, we have enemies?"

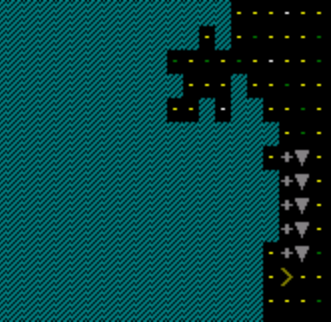
From the Journals of Aban Brothertreaties:

Busy, busy, and getting even busier. With the mines opened up, Nix and Karakzon have got down to digging. They've told me that they've found native gold and limestone. They were excited about the limestone, and when they told Person and Turk, those two got excited about the limestone, and now all four of them are drunk in the food storeroom. The gold is considered a "nice bonus". Apparently what we need now is iron.

After that, migrants showed up. Two of them. One's a bone doctor, then there's this fellow. Who I guess isn't a fellow. Seems all right.



All that, and we laid the first blocks in the bridge. It's not too fancy right now, but just wait.



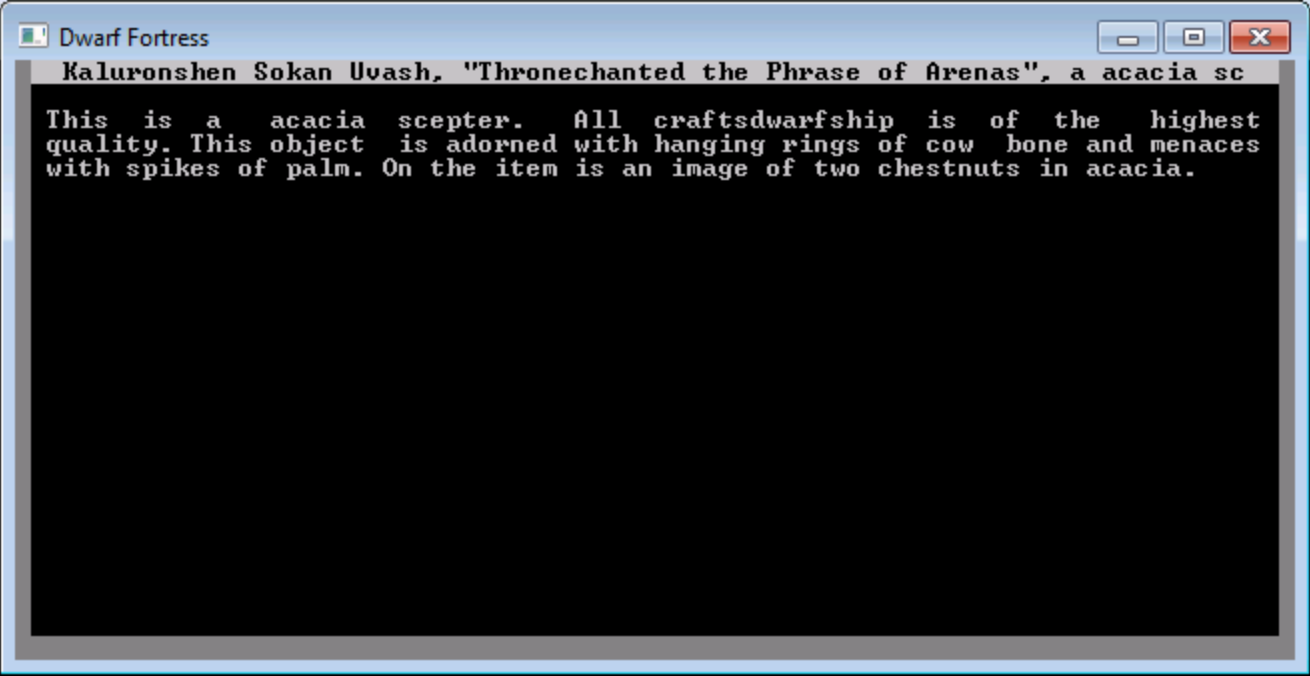
A Strange Mood

Mormota was still trying to adjust to her new home. When she'd got a message from the queen telling her to "Go visit my lovely new bridge or visit the lovely marvelous new Pit of Horrors", she'd chosen the bridge. But the bridge didn't even seem to exist yet, and the dwarfs who were meant to build it were living in a sandy little hole in the ground. All very unsettling. So she was working on some crafts to relax.

So it didn't help when the bone doctor who'd come along with suddenly jumped in and shouted "THRONECHANTED! My gods, that's it, it's brilliant! BRILLIANT, I tell you!", and threw her bodily out the room, slamming the door behind him.

→Mormuz Akrolashok, Bone Doctor is taken by a fey mood!

Several days later he emerged, coated in dirt and holding aloft a small wooden scepter.



It was pretty disappointing, really.

((Still moving slow, I know. I have no time, no time at all.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **October 05, 2011, 08:58:29 am**

love how im drunk in the food stockpiles with the guys x)
is it even possible to get a dwarf drunk? i shall have to find out. MORE BEER!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **skaltum** on **October 05, 2011, 06:53:30 pm**

Excerpts From the Journals of Aban Brothertreaties, Winter 191:

Early Winter

We’ve just watched the last of the queen’s merchants leave in their ships (the ships that, again, I did not know we had). Don’t know why she sent merchants, but well, it worked out. We got food and booze, and we sent them back with a few gold goblets that Turk made. She’ll plant sweet pods in them, probably.

Mid Winter

Turk and Person have just shown me a set of steel bars they smelted! So that’s some progress there.We've got some glass blocks and windows too. Things are moving along.

Late Winter

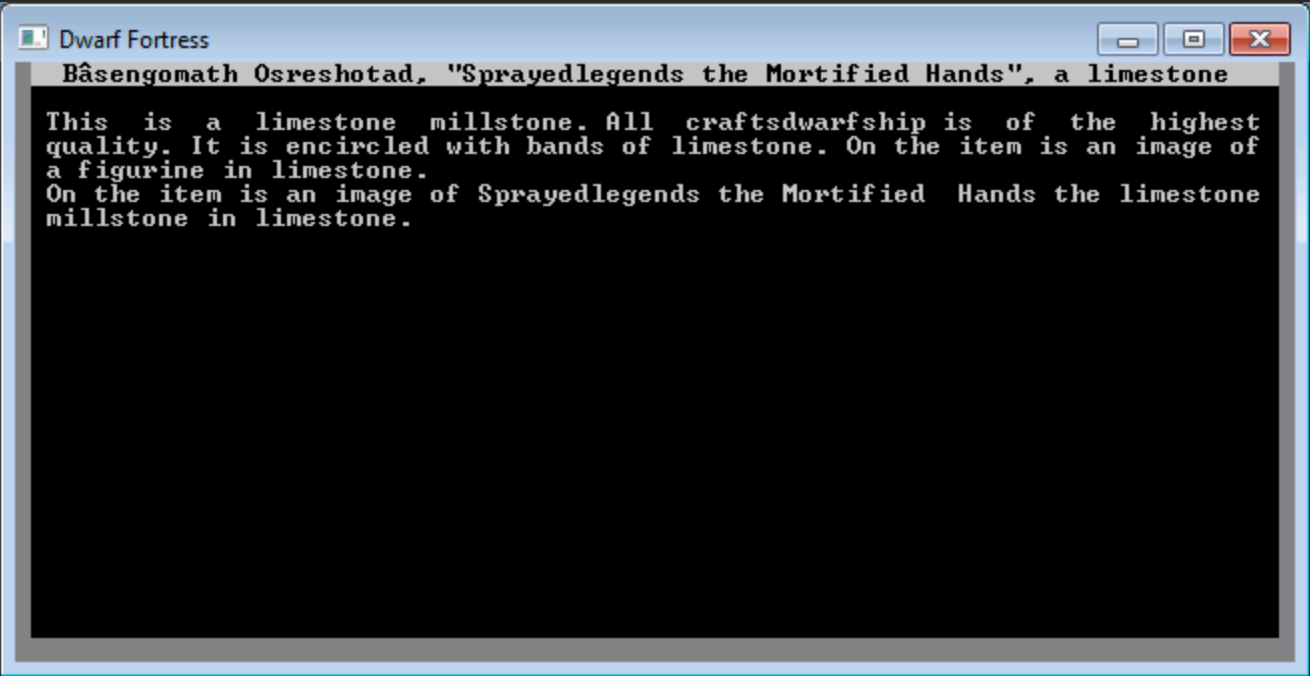
Met Aussie Evil in the corridor today. His eyes were, well, deranged looking, and he was mumbling in some strange language that I’ve never heard before.

→‘Aussie Evil’, Stoneworker has been possessed!

One of the most frightening things I’ve seen since we arrived here, let me tell you. I think this is it. Here’s where we find out why it’s called Nightmare Island.

Late Winter, Continued

Never mind, he just made a millstone.



It’s a bit fancy, but it’s still just a millstone. I guess we could crush some grain with it. Evil grain.

The wet season has arrived!
→Spring has arrived on the calendar.

Spring is here! I guess that marks one year or so since we came ashore. (After our raft sunk, and we almost drowned. Even though there were ships available. Sorry, do I keep mentioning that?) I’m setting up a small celebration, and maybe another meeting, and... hold on, there’s this infuriating knocking noise coming from the wall. More later.

Aban stood up, put down her pen, and pressed her ear to the wall. Sure enough, she could hear some sort of irregular knocking noise. “Huh. That’s odd. Hey, Nix!” Nix happened to be walking by. “Yes?”

“Do you know what’s behind this wall?”

He thought for a bit. “That’s... that’s where we put the bowmaker’s shop, right? Dodok was going to build it. You know, Person’s wife. I haven’t really seen her around lately, actually...”

The two stared at each other, then the wall. “Oh good gods no,” Aban said. The knocking sound was still there, but getting fainter. Nix grimaced, then raised his pick.

From the Journals of Aban Brothertreaties, 1st of Granite, 192

So we accidentally walled Dodok up in a workshop! How’s that for a wonderful start to the new year. Well, she’s still alive, barely,

Dodók Sildatan, Carpenter
"Dodók Planesiron"

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

Starving
Dehydrated

Very Unhappy
g:Gen i:Inv p:Prf w:Wnd z:St
Space: Done

and I need a drink. Goodbye!

Title: Re: Oceanbridge - A Fortress Defense Community Fort Thing

Post by: **krisslanza** on **October 05, 2011, 11:41:34 pm**

I'll be following this now. I have to say, this is probably one of the most unique and interesting fort ideas I've seen. I had to look over your embark twice - I thought you were just making a bridge to the edge of a 4x4 embark! Didn't think you were literally going to build a bridge from an island to the mainland.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **peregarrett** on **October 06, 2011, 03:44:26 am**

Quote from: varnish on October 05, 2011, 09:19:00 pm

```

Dodók Sildatan, Carpenter
"Dodók Planesiron"

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg Starving
right foot Dehydrated
left foot

Very Unhappy
g:Gen i:Inv p:Prf w:Wnd z:St
Space: Done

```

That's the professional curse of jewelers and bowmakers :)

Masons' one is walling themselves at wrong side.
Miners's one is cave-ins and channeling under his feet.

Title: Re: Oceanbridge - A Fortress Defense Community Fort Thing

Post by: **NRDL** on **October 06, 2011, 06:45:23 am**

Cask of Amontillado, anyone?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **peregarrett** on **October 06, 2011, 06:50:52 am**

Quote from: NRDL on October 06, 2011, 06:45:23 am

Cask of Amontillado, anyone?

Dwarven rum, please. Also, triangle hat, wooden leg, hook and tamed parrot. Yo-ho-ho, and the barrel of rum!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **NRDL** on **October 06, 2011, 07:09:41 am**

Why don't we do that...

Chain a criminal dwarf (not claimed dorf, of course), on a wall, with a single torch only inside, then wall him in using the closest thing we have to bricks. Immediately afterwards, increase alcohol production.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **peregarrett** on **October 06, 2011, 07:18:59 am**

Quote from: NRDL on October 06, 2011, 07:09:41 am

Chain a criminal dwarf (not claimed dorf, of course), on a wall, with a single torch only inside, then wall him in using the closest thing we have to bricks. Immediately afterwards, increase alcohol production.

Aye!
Build there a coffin, bury there someone, then drop there 15 other dorfs and a single barrel of rum! Dorfs could be armed with scimitars - closest entity to cutlass, I think

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **NRDL** on **October 06, 2011, 07:24:19 am**

So, as they go crazy, they'll kill each other with scimitars? I like it. Just remember, the guy who survives (if he or she is still sane) welcome him/her back into the fort, make him/her the militia captain.

Title: Re: Oceanbridge - A Fortress Defense Community Fort Thing

Post by: **peregarrett** on **October 06, 2011, 07:38:38 am**

Quote from: NRDL on October 06, 2011, 07:24:19 am

So, as they go crazy, they'll kill each other with scimitars? I like it. Just remember, the guy who survives (if he or she is still sane) welcome him/her back into the fort, make him/her the militia captain.

It could be even more epic
Spoiler: "The Dead Man's Chest" (click to show/hide)

Fifteen men on the dead man's chest--

...Yo-ho-ho, and a bottle of rum!

Drink and the devil had done for the rest--

...Yo-ho-ho, and a bottle of rum!

For they drank and drank and got so drunk,

...Yo-ho-ho, and a bottle of rum!

Each from the dead man bit a chunk,

...Yo-ho-ho, and a bottle of rum!

The bottle burst and the men accurst,

...Yo-ho-ho, and a bottle of rum!

Sucked his blood to quench their thirst,

...Yo-ho-ho, and a bottle of rum!

They sucked his blood and crunched his bones,
...Yo-ho-ho, and a bottle of rum!
When suddenly up came Davy Jones!
...Yo-ho-ho, and a bottle of rum!

'My men', says he, 'you must come with me',
...Yo-ho-ho, and a bottle of rum!
And he grinned with a horrible kind of glee,
...Yo-ho-ho, and a bottle of rum!

Davy Jones had a big black key,
...Yo-ho-ho, and a bottle of rum!
It was for his locker beneath the sea,
...Yo-ho-ho, and a bottle of rum!

He winked and he blinked like an owl in a tree,
...Yo-ho-ho, and a bottle of rum!
And he sank them all to the bottom of the sea,
...Yo-ho-ho, and a bottle of rum!

Now, all take warning from this 'ere song,
...Yo-ho-ho, and a bottle of rum!
Never drink whisky so divilish strong.
...Yo-ho-ho, and a bottle of rum!

So, first we're building that Dead Man's chest, i.e. square island in the middle of sea, with ramps around it - to help those who fell getting back to the island.
In the middle of island we're making a tunnel where Davy Jones would come from.
And then we drop dorfs and rum and cutlasses. After they are quite unhappy, we open the tunnel and Davy Jones the Tentacle Clown comes to finish them.

Would be nice also to modify their ethic to allow them eating the dead dwarves, but that would give them unhappy thoughts. Don't know if it's possible...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **NRDL** on **October 06, 2011, 07:47:46 am**

You're actually going to make an island?

Wow.

Make sure the pirates all have swordsdwarfship, it'll be more awesome once they all go mad.

I wonder, are there even any tentacle demons anymore?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 06, 2011, 08:06:22 am**

Quote from: NRDL on October 06, 2011, 07:47:46 am

You're actually going to make an island?

Wow.

Make sure the pirates all have swordsdwarfship, it'll be more awesome once they all go mad.

I wonder, are there even any tentacle demons anymore?

I never breached HFS, actually... So don't know anything about the demons' types.
But the whole project isn't that hard. As for island, guys there made an hollow undersea construction with a huge amount of pumps, so island is an easy task.

EDIT: We're heavily derailing this thread....

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 06, 2011, 10:02:36 am**

That's all right, for a moment I thought you were going to demand that I make that thing too. I was about to run screaming into the night. (It's daytime).

I should have gone for a Cask of Amontillado reference, though.

"For the love of god, Urist!"

"Yes, Dodok. For the love of god!"

Anyways, I thought I would put up a quick list of the gods of this civ, because that's all I have the time for right now.

Rakust - Skeletal male dwarf, associated with death.
Steddad the Mountain of Spines - male dwarf, mountains and wealth.
Tholtig - Female dwarf, fortresses.
Atir - male dwarf, night and jewels.
Datan - male dwarf, earth
Bisol Cherishedright - female dwarf, generosity

Nothing to unusual there. Oh well.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 06, 2011, 10:07:13 am**

Quote from: varnish on October 06, 2011, 10:02:36 am

Rakust - Skeletal male dwarf, associated with death.

So, we already have Dead Men Dwarf. So, what about the Chest :D

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **NRDL** on **October 06, 2011, 10:09:01 am**

Such...awesome...derail....

Yeah, will we actually implement any of this?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **aussieevil** on **October 06, 2011, 02:26:20 pm**

Ah man, I made a legendary thing and it was a possession? Dang it. But at least it has an image of itself on it. That's pretty cool.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 06, 2011, 09:54:32 pm**

Quote from: NRDL on October 06, 2011, 10:09:01 am

Such...awesome...derail....
Yeah, will we actually implement any of this?

((Depends on how much madness I want to put myself through. If we do, it'll be later. Right now it's bridge ahoy.))

Oceanbridge: A Meeting, Late Spring 192

Aban opened her eyes.

Let’s see, she thought. I’m lying in the sand. There's an oddly shaped hat on my head, and I feel like someone just poured molten lead into my stomach and jumped on it... Ah yes, the party. The small party to celebrate one year in Oceanbridge, which had eventually turned into an ecstatic 2 week celebration of... something? That part was hazy. She was sure that they’d come up with some reason to keep things going. Ingish the planter had given birth to a son about halfway through, Aban remembered.

Ingish Deleradag, Planter has given birth to a boy.
Ingish Deleradag, Planter cancels Plant Seeds: Seeking Infant.

Maybe that had something to do with it? Or maybe it was the new plan that Gar had come up with. She couldn't quite remember what it was. Probably something nightmarish and impossible.

Huh. There appeared to be a... no, two dwarfs standing over her. That probably meant she should stand up, and talk to them. She did, though it took a minute.

She manage a short, "Hello? Have you been helped?" They weren't familiar dwarfs. Oh, gods, please don't say you're migrants, Aban thought. We haven't got space for the people we have. Well, at least she could only see two of them.

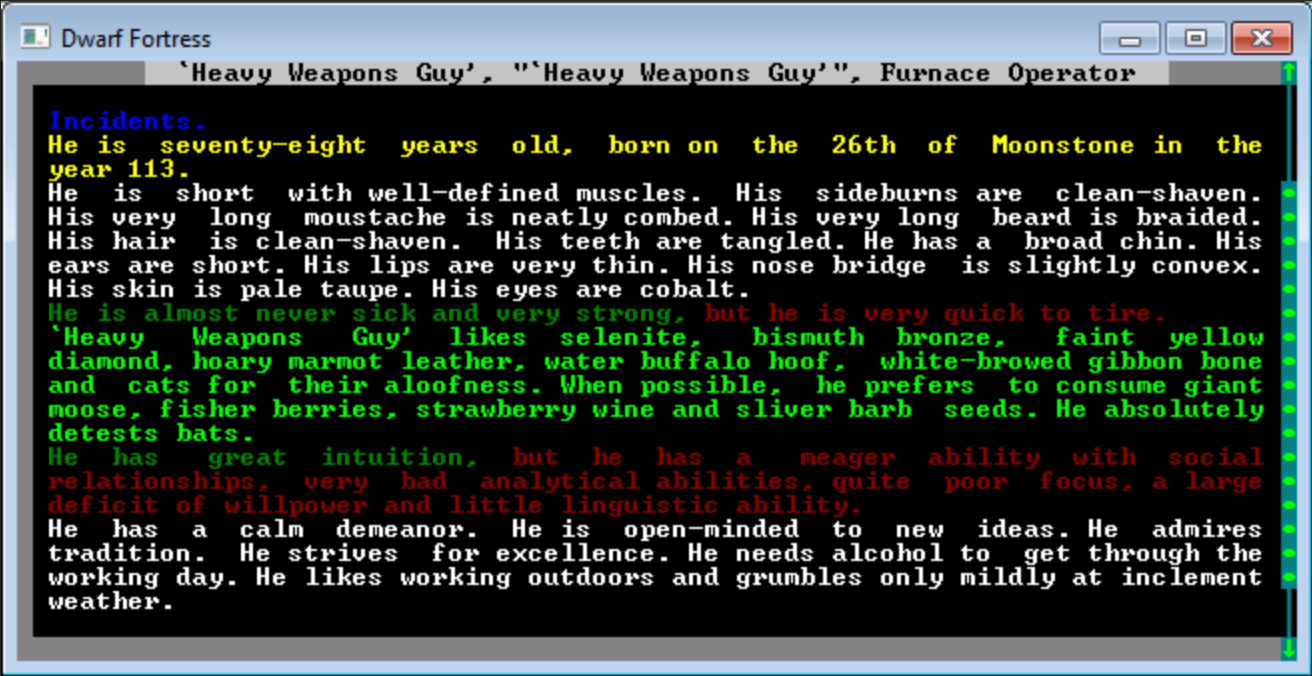
“Ah, you must be the overseer of this place! Aban, if I am correct!” The dwarf speaking was far too cheerfully for Aban’s taste. She and her companion were both carrying crossbows, though. Probably best not to be rude.

“Um. Yes. Who are you?”

“My name is Cilob, and this is my associate. You can call him Guy, if you want.”

“Is that his name?”

“Well, I’ve never really been too clear on his name. He’s just the guy. The Heavy Weapons Guy.



He and I led this group of migrants here. Heard this was the place to be.”

“Oh, well... I guess it is? How many are there of you? We could use a couple more people around here, but-”

“Not too many. Thirty, I think. Hope you got room for us. Oh, you've fallen over.” Cilob glanced around, then turned to her companion.
"Guy, help our new boss up. I think she's been overcome by joy."



Next: Elves, Elephants, and Eels

((I hate hate hate huge migrant waves. I meant this update to be larger, but it took me an hour just to sort through the little bastards.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **NRDL** on **October 07, 2011, 01:46:58 am**

Please give me a status update on our social miner, Nix.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Savolainen5** on **October 07, 2011, 07:53:58 am**

This looks great! Keep up the good work!

My suggestion: After you have the bridge built, move your fortress to the center of it and drain the ocean a little so you can get down past the water!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **krisslanza** on **October 07, 2011, 11:24:11 am**

I hate huge migrant waves too. For one, I'm usually not prepared for 20-30 new migrants. Secondly, I have to think up nicknames/titles for all these brand new people :P

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 07, 2011, 06:48:14 pm**

Quote from: NRDL on October 07, 2011, 01:46:58 am
Please give me a status update on our social miner, Nix.

((Nix is fine. He hasn't drowned lately, and he and Turk are lovers. He really is quite the social fellow.
Also, this just happened.

Spoiler (click to show/hide)
The Mechanic 'Gar' and the expedition leader 'Aban Brothertreaties' have married. Congratulations!
*They have decided to forego any formal celebrations.

I wasn't expecting that to happen. I don't even know what to do about that.
An actual post will come when I figure things out.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Time Blossom** on **October 07, 2011, 07:59:50 pm**

I just want to say that I am following this epic excursion with moustache-twirling enthusiasm and belly-shaking laughter. Or possibly the other way around. Possibly not.
At any rate, carry on! Pip pip, good show and all that.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Person** on **October 07, 2011, 08:58:17 pm**

Like it so far. I have a wife eh? And on the note of Davy Jones, tentacle demons are no more. Also, update on me?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 08, 2011, 05:28:32 am**

Quote from: varnish on October 07, 2011, 06:48:14 pm
Quote from: NRDL on October 07, 2011, 01:46:58 am
Please give me a status update on our social miner, Nix.
Also, this just happened.
Spoiler (click to show/hide)
The Mechanic 'Gar' and the expedition leader 'Aban Brothertreaties' have married. Congratulations!
*They have decided to forego any formal celebrations.
I wasn't expecting that to happen. I don't even know what to do about that.
Ho ho, that's how I owned the Lead Architect position. Now I have carte blanche on any engineering project! Such an artful plan!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Brisk** on **October 08, 2011, 10:17:00 am**

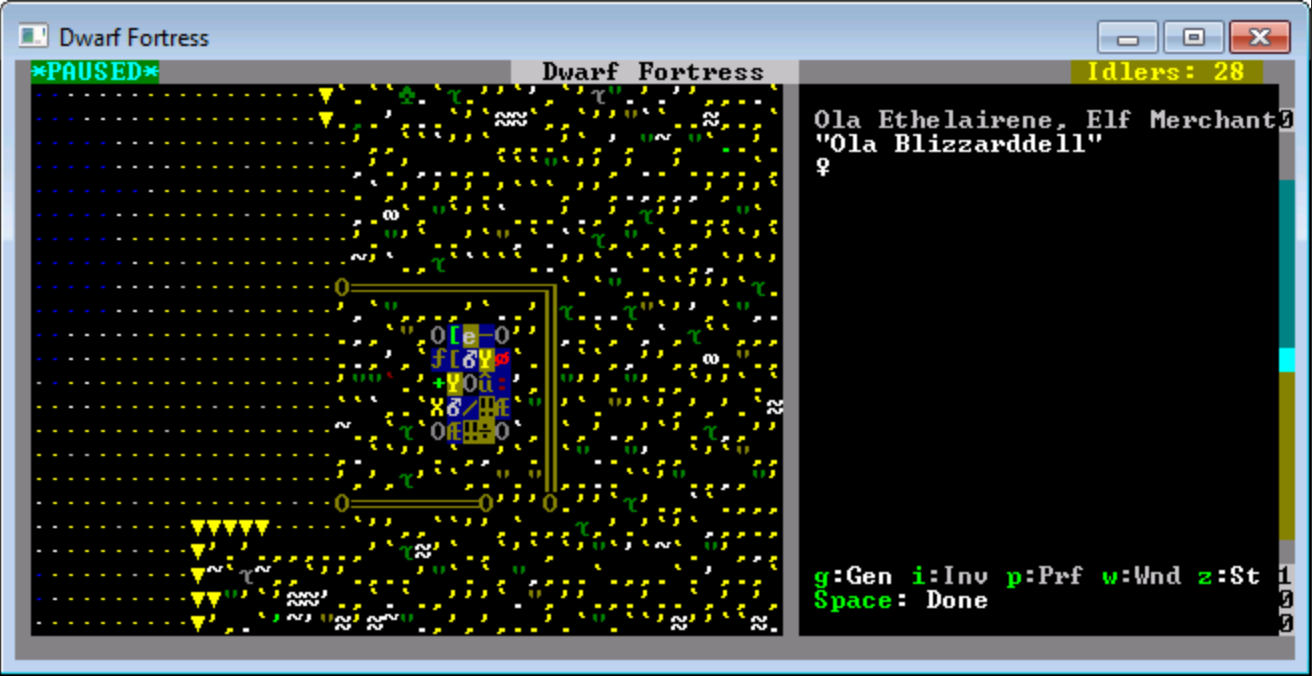
I've done this project before. From experience I can tell you that tunnels under an ocean behave oddly when you abandon the site and try to revisit it in adventure mode. It seems that tiles marked as ocean create water tiles down an infinite distance. So, that underground tunnel will be flooded no matter how you build it or seal it. To compensate, what I did was design one that was self-draining. Essentially, I built it into the ceiling of the first cavern layer and had grates installed every few tiles on the side. The water tiles then flow away leaving a damp but passable tunnel for an adventurer to cross.
Building a bridge above the ocean doesn't have these problems and acts as you would expect a bridge to.
Another unusual side effect is that even if you don't complete the bridge those tiles you embarked on count as a fortress. So, if that island was cut off from all trade and invasions, then you made that really long embark and abandoned it without finishing the bridge/tunnel, if you then make another embark on that island you will see that the site now has access to the mainland, somehow enemies and traders are able to travel through your old fortress area by teleporting across the ocean.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 08, 2011, 11:05:13 am**

((since people are asking for updates on individual dwarfs, I decided to do an update on *everyone*! It may have been a mistake, and I don't know if this will make sense))
Notes from Around the Fortress: Spring – Summer 192
Derm was on patrol. He usually was, because damn it, someone had to be. Aban had become too damn lax since arriving on the island. The two new recruits had the right idea, he'd spotted them out hunting the huge gray monsters called "elephants". Oh, they looked peaceful enough, but he was sure it was an act. He'd heard stories.

Something was moving up ahead, in among the palm trees. Derm, the Soulchopper readied his axe. This was Nightmare Island. There could be anything up there; walruses, caterpillars, monarch butterflies... anything!

Then he saw them. A small caravan of the bastards, singing and laughing as they waltzed right up to the trade depot, like they owned the place. Elves.



(<http://imgur.com/aEWj1>)

It was worse than anything he could have expected.

From the Journals of Aban Brothertreaties, 9th of Hematite, 192:

Turk and Nix married today! Not something I was expecting (I’m not really the romantic type, so I didn’t notice they were “together”. Were there sidelong glances in the corridor? Gifts of sweet pods and frog lung? I haven’t the slightest.) Anyways, we all gathered in the main hall, and they exchanged gifts in the traditional way. Turk gave Nix a very nice gold goblet she’d crafted, and he gave her a two ton block of limestone he’d dug out. Well, he is a miner. That block is still sitting there, actually. I should tell them to do something with it. After I deal with these elves. Derm, believe it or not, wanted to kill them! I told him in no uncertain terms that we don't kill people who come to trade with us. Sheesh. Also I have to meet with Gar for some reason. Probably has some new plan for the bridge. He's ok, but that's all he seems to go on about. Anyways.

One week later:

“So, you and the expedition leader are married now? Didn’t see that one coming. It’s practically the season of weddings! Was she surprised?” Mormota and Gar were talking together in Oceanbridge’s bar, which consisted of a bunch of chairs stood haphazardly in the farm chamber.

Gar shrugged. “Yeah, well. Aban’s not that bad.” He drank the last of his rum, and then looked to the barrel set next to him. It was empty, so he shrugged again. “Besides, I’ve got some new plans for the bridge to show her. She might not have gone for these before, but she can’t very well refuse her husband, right? That’d be *wrong*. Specially since we’ve just been married.”

“Er... I guess. Say, what did she get you for a marriage gift? She’s a bookkeeper by trade, right? I can’t imagine what they would give.” Mormota was just trying to make friendly conversation. Adjusting to this new home was harder than she had expected.

“Ha!” Gar rolled his eyes. “You want a 400 page book that lists everything in this place, she’s the one to see.”

“Oh, that’s nice.”

Gar stood up, and tossed his mug under his chair. “Hell, It doesn’t matter. I’m already Head Architect. Give me a few more months and I’ll own this damn place. *Own it.*”

Mormota laughed, a bit nervously, and waved as Gar walked away. She then drained her own mug, very quickly.

Summer!

Di, the mad artilleryist, had joined the fisherman out on the beach. She was throwing rocks at the squid who swam by, all the while wishing she had a catapult. Now *that’d* be the way to catch some fish. She'd told the fisher her plan, and he'd looked at her like she was crazy. No one appreciated her.

Mid-Summer:

Karakzon was on a quest. A quest for coal, the one resource that had eluded the fortress thus far. There weren’t many trees left on the surface, and Person and Dodok the glassmaker were constantly fighting over who got to use the small reserves of charcoal. Unfortunately for them, and for his own ears (the furnaces were close to his room, and the shouting was getting unbearable), he’d had no luck. He’d found plenty of gold and iron, some nice fire opals, and whole wagon loads of limestone, but no coal.

He’d been digging for some time, getting happily lost, when he noticed the breeze. “That’s not right,” he muttered, looking around suspiciously. If there was a breeze, that probably meant there was an passage, or even a cavern somewhere. It seemed like it was coming from his left. “A few more pick lengths should do it...” He began to chip away at the rubble.

He didn’t fall screaming to his death when he did reach the cavern. He was proud of that. It was slightly ... larger than he had expected. And it was a long, long way down.



(<http://imgur.com/KzQ2p>)

((Wasn't expecting to find the caverns just yet! I hope they won't utterly destroy my fps!

Big thanks to everyone who has said that they are enjoying this so far. It's good to know.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Dermonster** on **October 08, 2011, 11:07:41 am**

Maybe we could capture and tame the elephants, train them, and use them as war fodder.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 08, 2011, 11:10:42 am**

Quote from: Brisk on October 08, 2011, 10:17:00 am

I've done this project before. From experience I can tell you that tunnels under an ocean behave oddly when you abandon the site and try to revisit it in adventure mode. It seems that tiles marked as ocean create water tiles down an infinite distance. So, that underground tunnel will be flooded no matter how you build it or seal it. To compensate, what I did was design one that was self-draining. Essentially, I built it into the ceiling of the first cavern layer and had grates installed every few tiles on the side. The water tiles then flow away leaving a damp but passable tunnel for an adventurer to cross.

Building a bridge above the ocean doesn't have these problems and acts as you would expect a bridge to.

Another unusual side effect is that even if you don't complete the bridge those tiles you embarked on count as a fortress. So, if that island was cut off from all trade and invasions, then you made that really long embark and abandoned it without finishing the bridge/tunnel, if you then make another embark on that island you will see that the site now has access to the mainland, somehow enemies and traders are able to travel through your old fortress area by teleporting across the ocean.

Interesting to know what will happen if I abandon. Fortunately, I don't intend to do that any time soon.

I've done this before once, as well, and the interesting thing is that, as long as the embark contains a portion of land that has access to all the other civs, the fort gets access to all of them, even if you are on an uninhabited island. Hence the elves. And hopefully other things, soon.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **October 08, 2011, 11:52:47 am**

if your already down to the first cavern layer and with no luck, you need to try above it and around the surrounding rock.
other than that, all you have left to do now is dig to the magma sea and use that.

also: if you plan to uterlise the caverns, please put in an air lock system to stop any forgotten beasts.
i dont want to die from my body melting thank you very much.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **TurkeyXIII** on **October 08, 2011, 07:01:45 pm**

Oh Nix, *I do!*

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **krisslanza** on **October 08, 2011, 07:34:25 pm**

Quote from: dermonster on October 08, 2011, 11:07:41 am

Maybe we could capture and tame the elephants, train them, and use them as war fodder.

They would have to be modded first. Their current GRAZER values are so low that even given an infinite supply of grass, will still starve to death.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **NRDL** on **October 09, 2011, 03:03:21 am**

Quote from: TurkeyXIII on October 08, 2011, 07:01:45 pm

Oh Nix, *I do!*

I love these dorf relationships, it adds an extremely awkward facet to roleplaying.

Also, my guy must be really unromantic, I gave you a bloody two ton rock.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **TurkeyXIII** on **October 09, 2011, 04:43:59 am**

Yes, but *limestone*. Everyone knows what limestone's for.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **NRDL** on **October 09, 2011, 04:45:32 am**

Obviously, I'm not one of the "Everyone" you're referring to.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **OREOSOME** on **October 09, 2011, 09:10:19 am**

Can i be dwarf as Nerev, a mechanic?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **October 09, 2011, 11:45:35 am**

This is a masterfully crafted Limestone adult Toy hand made to size.
ahem
being your minning co-worker, ide probably have to get you pissed drunk like a monkey with me wile we search for the elusive coal of yonder.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **October 09, 2011, 12:47:39 pm**

Damn, you've reminded me of another my unfinished project: I was trying to make torpedo apparatus out balista so I could shoot at large schools of tuna that were ruining my fps. Sadly, fps death was faster, I'll post plans later.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 09, 2011, 02:16:39 pm**

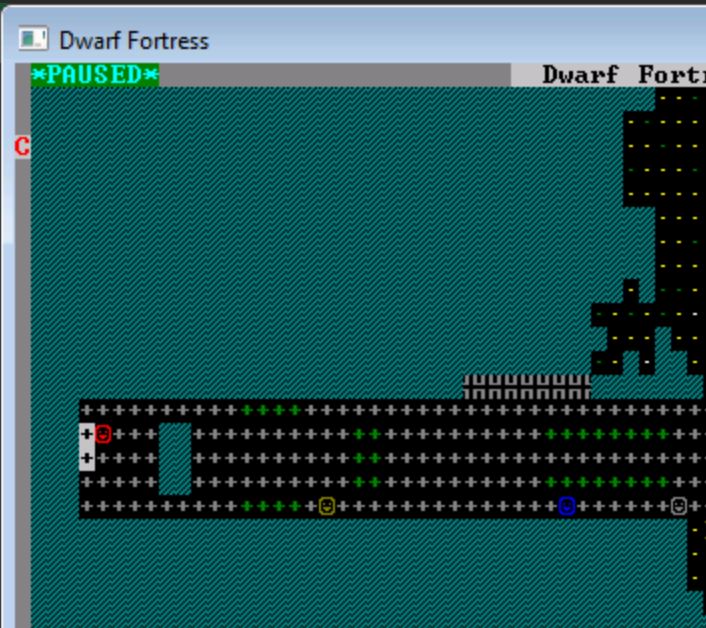
Summer - Autumn

Karakzon’s discovery of the caverns had some unexpected results. First, cave moss proved to be an extremely aggressive invasive species, turning the clean white sand halls of Oceanbridge into a mess of plants and the occasional towercap sapling. Several dwarfs, Aban included woke to find themselves covered in strands of the pale blue stuff. It took the talents of *Zuntir Basementnotch*, *Animal Trainer Extraordinaire*, to control the infestation. Tamed horses were let loose in the corridors, and they devoured the plants with glee. Derm and Gar managed to capture a pair of elephants, and volunteered them to help, but Zuntir balked at taming them. He claimed that their trumpeting was “deeply offensive.”

The other revelation was the complete lack of coal, anywhere. Karakzon was getting worried. All he could do was repeat his mantra, "just keep digging".

On the Bridge, Late Summer

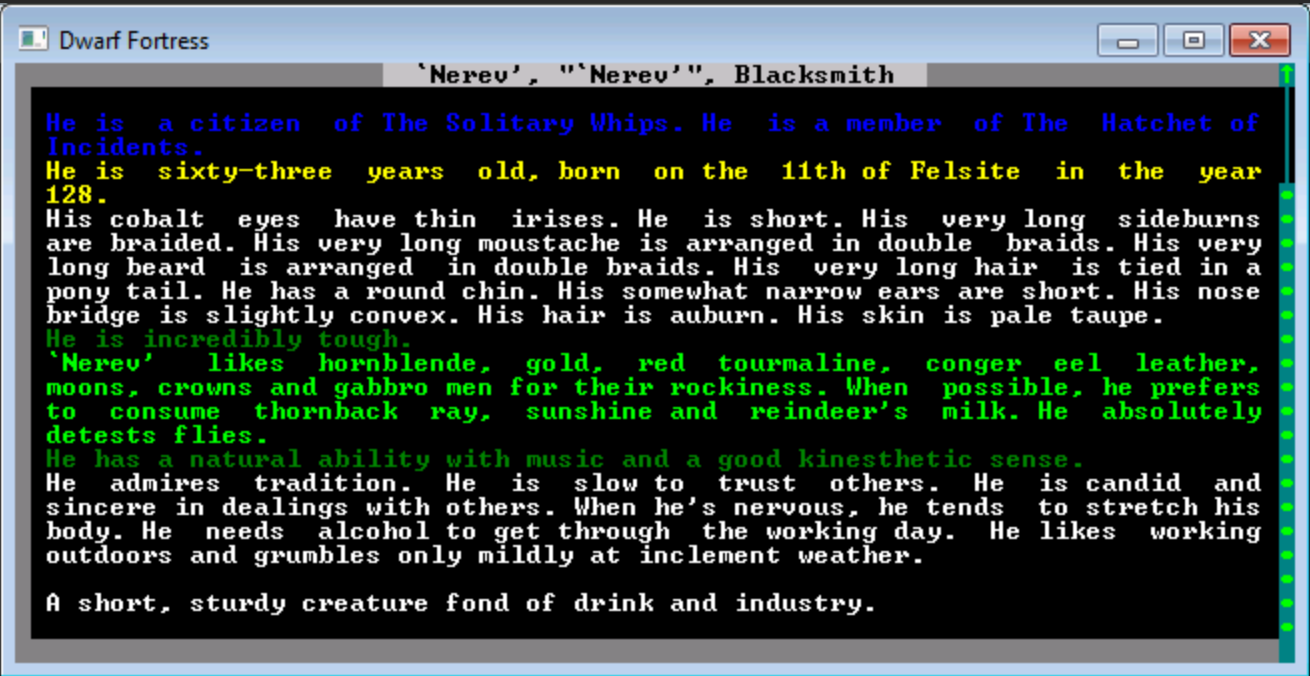
“All right, lift... with your knees, your knees, not your back, you damn fool!” Gar shook his head. It was no wonder the bridge was taking so long to build, with workers like these.



“Excuse me, are you Gar?”

“What? Ok, put that block down, and wait for me. You’ll break your damn back the way you were doing it.” Gar turned to the dwarf who’d started talking to him. “Yeah, that’s me. Who are you?”

“The name’s Nerev, sir. The expedition leader told me you need mechanics?”

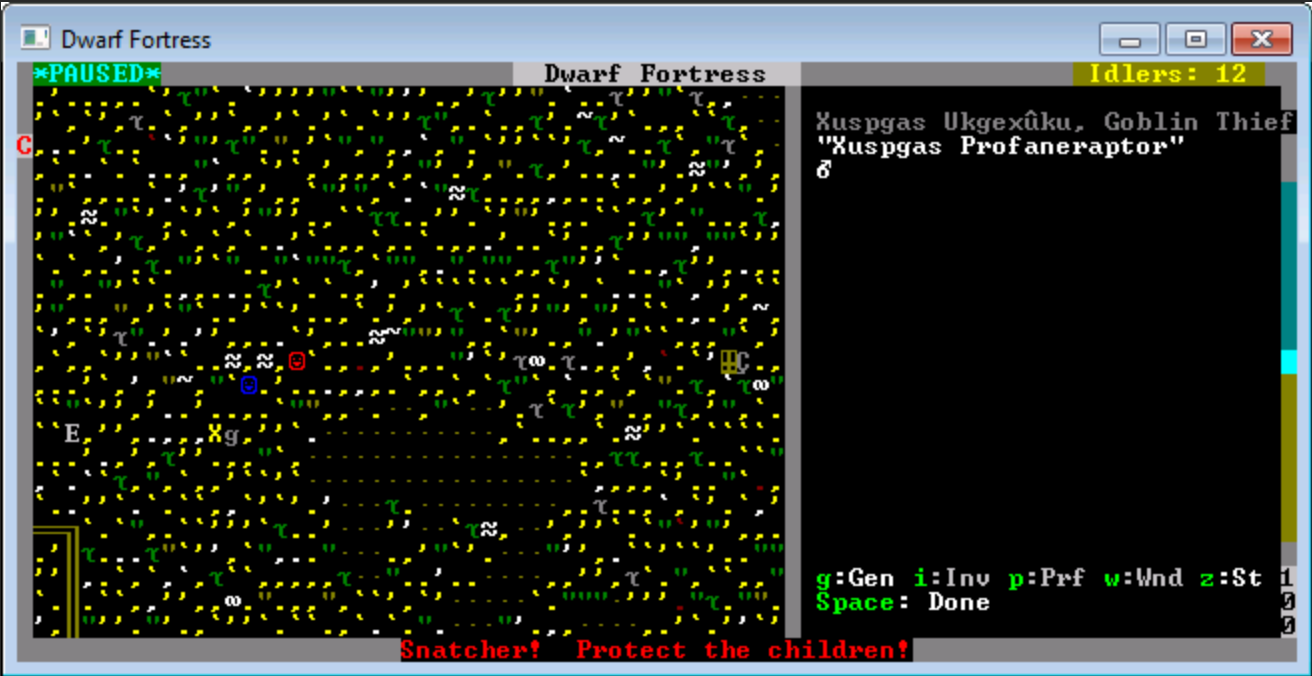


((ignore the blacksmith. he's got some mechanics skill too, just less))

Gar’s expression changed, becoming friendlier. “Ah, yes. Why don’t you walk with me, Nerve. Now, first, tell me. How do you feel about risking your life in an extraordinarily dangerous but potentially amazing venture?”

“Well, sir, I-”

He was interrupted, nearly permanently when a small, grey creature jumped out from behind a palm tree and slashed at him with a silver dagger.



(<http://imgur.com/jifAr>)

It missed, more by chance than anything else, and before Gar or Nerev could react, it fled down toward the shore, screaming in fear or anger. Gar recovered first, and swore, “by the bones of Rakust! Someone chase that damn thing!” But there were no soldiers in sight, and the thing escaped down the coast.

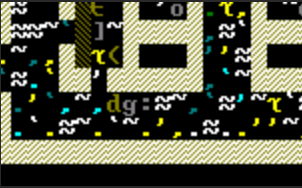
“What the... what the hell was that sir?”

“That, my friend, was a goblin. Like an elephant or giraffe, but smaller, and more evil. And where there’s one, well...”

They both could hear the increase in shouting and barking coming from the fort’s entrance. "Should we go help them, sir?"

"Only if you really are *completely* fine with dying."

The goblin couldn’t believe its luck. It had slipped through the open entrance to Oceanbridge easily, somehow walked right through the crowd in the main hall without being spotted, and now it was free in the empty corridors by the workshops. It knew there were children in the fortress, it could smell them. It was just a matter of searching. But a moment later, its luck ran out, and it was spotted by one of the many dogs that wandered the halls. (Along with the horses.)



(<http://imgur.com/hZE88>)

Derm was the first one to hear the barking, and the first on his feet, and the first to see the creature as it tried to escape. He smiled, hefted his axe, and roared

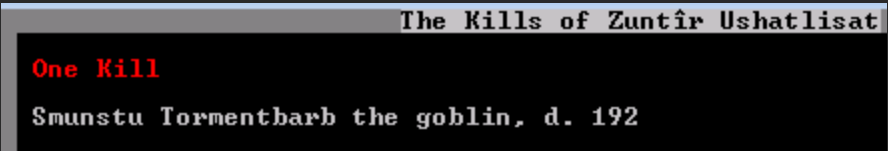
“Prepare for death, goblin! To me, soldiers of Oceanbridge! Charge!”

The first charge of the Daggers of Granite was a glorious sight... right up to the point that the narrow corridors of the fort betrayed them. First Derm tripped over a pile of thick cave moss, then Guy followed him. It quickly became a rather embarrassing pile up. Derm could only watch as the goblin turned and slashed out the throat of the dog chasing it in a single stroke, and then leaped, shrieking, onto the fallen soldiers.

It was fortunate for them all that *Zuntir Basementnotch, Animal Trainer Extraordinaire* was there.

The Wrestler stabs The Goblin Thief in the head with his <-iron short sword->, tearing apart the muscle, shattering the skull and tearing apart the brain through the <<giant cave spider silk hood>>!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The Goblin Thief has been knocked unconscious!

(<http://imgur.com/Xo5OL>)



(<http://imgur.com/TDp8V>)

Derm finally managed to dig himself out of the pile, and went over to congratulate Zuntir. "Well done, soldier! I could use someone like you in the militia. What's your name?"

Zuntir gave him a sharp salute. "I'm just an animal trainer, commander. I didn't mean to lose my temper, but that little beast hurt one of my dogs. Couldn't let him get away with it." And with that, he walked off, the sad body of the dog cradled in his arms. Derm watched him go. He'd have to keep an eye on the man.

((Next: Humans, caravans, and magma))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 10, 2011, 01:13:38 am**

Quote from: [varnish](#) on October 09, 2011, 02:16:39 pm

Summer - Autumn
It was no wonder the bridge was taking so long to build, with workers like these.

I bet we're building from blocks, not rock boulders, right?
Then set up a number of mason workshops so those workers can train their skill making rock blocks. That'll speed them a bit.

Meanwhile me and Nerev will think of something... well, just something. :-X

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 10, 2011, 04:50:27 pm**

Right now we have six mason shops? Build more? Yeah, I should probably build more.

A quick question: When pumping magma, do all the materials in the pump have to be magma safe? Is there a reasonably safe method for getting magma to the surface? (Ok, I know the answer to that one. This is dwarf fortress after all.)

Also, sorry if that last update was rather... silly. I'd just been painting a deck. I blame the fumes.

Real update when I get the time.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 11, 2011, 02:16:58 am**

Quote from: varnish on October 10, 2011, 04:50:27 pm
Right now we have six mason shops? Build more? Yeah, I should probably build more.
From one third to half of number of all masons, I guess. And set them make rock blocks on repeat.
Quote
A quick question: When pumping magma, do all the materials in the pump have to be magma safe? Is there a reasonably safe method for getting magma to the surface? (Ok, I know the answer to that one. This is dwarf fortress after all.)
You can use glass for any component. Wiki says that's safe as long as magma doesn't flood passable tile of pump, but I think I saw glass pumps working completely submerged to magma...
Anyway, use glass - we have a fucking shore of endless sand!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **October 11, 2011, 05:54:52 am**

I want Heavy Weapons dwarf. :c

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 11, 2011, 05:56:07 am**

Quote from: Masked_Hunter1825 on October 11, 2011, 05:54:52 am
I want Heavy Weapons dwarf. :c
Mauler? :D

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **October 11, 2011, 05:56:52 am**

Who, what?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 11, 2011, 05:58:29 am**

Quote from: Masked_Hunter1825 on October 11, 2011, 05:56:52 am
Who, what?
Large hammer that goblins bring.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **October 11, 2011, 06:01:16 am**


Stop confusing me. I swear, if you do something horrible will happen. More specifically, a forgotten beast made out of a really hard substance that can't be killed and can fly will casually enter the fort and kill everyone.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 11, 2011, 10:09:09 am**

As Summer turns to Autumn: Notes from Oceanbridge

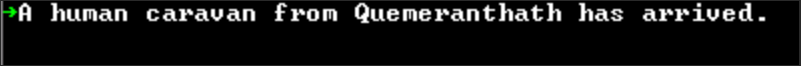
8 Galena: Heroic war dog who fell in attack is given funeral worthy of champion. (ie: is thrown in the refuse heap)

10 Galena: Elephant gets loose in the fort, frolics about gaily around before Heavy Weapons Guy puts It down.



(http://imgur.com/sthJs)

21 Galena: A human caravan arrives, to the surprise of no one.



(http://imgur.com/i1ZKB)

23 Galena: A third goblin thief is scared off by a duck. Person makes fun of goblin, is savaged by an enraged mallard.

1 Sandstone: Cave moss spreads beyond control and covers the fortress like an aquamarine carpet. A really ugly one, too.

Meanwhile, the Quest for Coal continues.

From the Journals of Aban Brothertreaties:

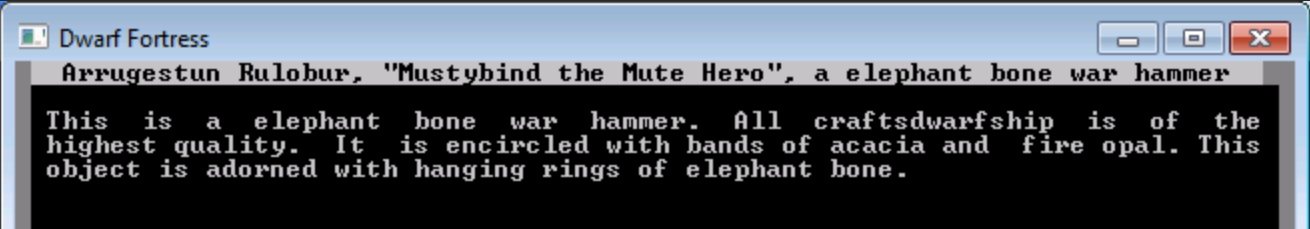
Well, the humans were quite useful! Though, when I asked their leader how they got here, he looked at me like I was crazy and said "By ship, of course!" Not quite what I was getting at. How does everyone know we're here? Elves, humans, goblins even. It's all quite exasperating. But I'm losing the point. The point is, we gave them trinkets, they gave us food and booze and a couple of weapons for Derm's militia.

After they left, things took a turn for the strange again. From what people tell me, Zuntir Basementnotch (who I hear is a pretty good animal trainer) got a look in his eyes and went straight to the closest workshop, got a bunch of stuff and locked himself in. I'm guessing he'll make... a table. Or maybe a wardrobe.

Zuntîr Ushatlisat, Animal Trainer withdraws from society...

→Zuntîr Ushatlisat has claimed a Craftsddwarf’s Workshop.

Well, it’s not a table.

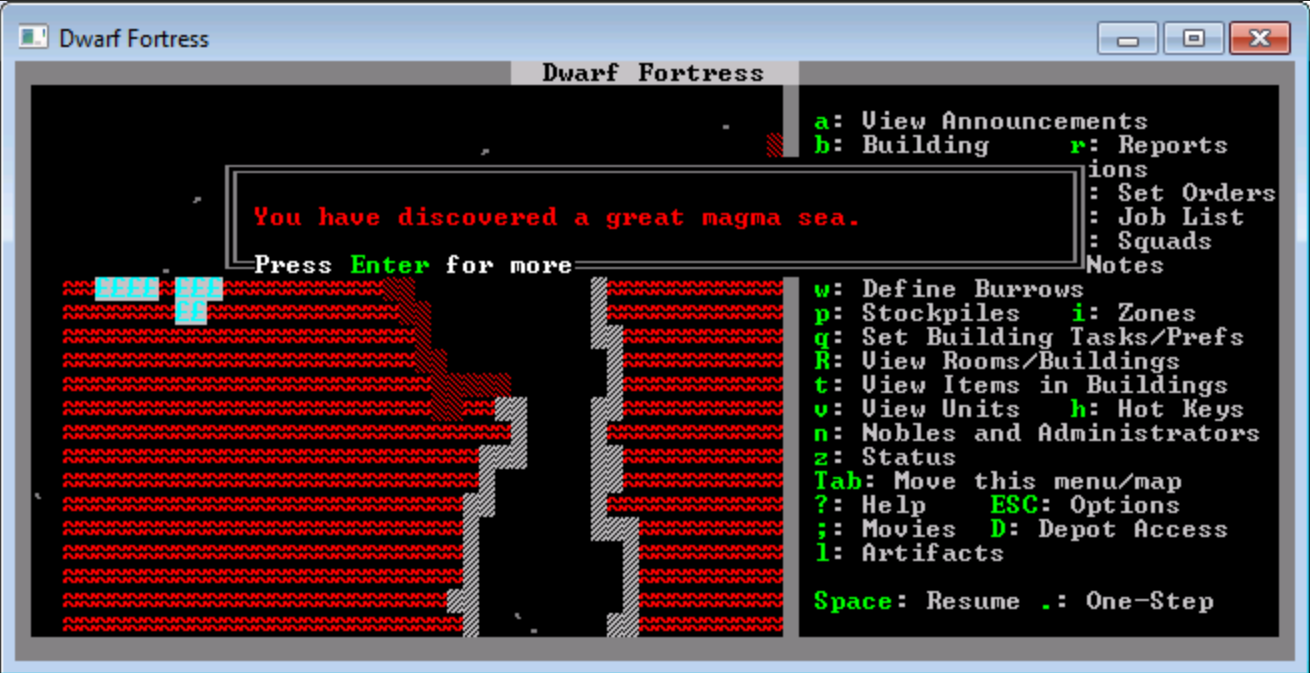


Is that a good thing? I'm going to say it's a good thing.

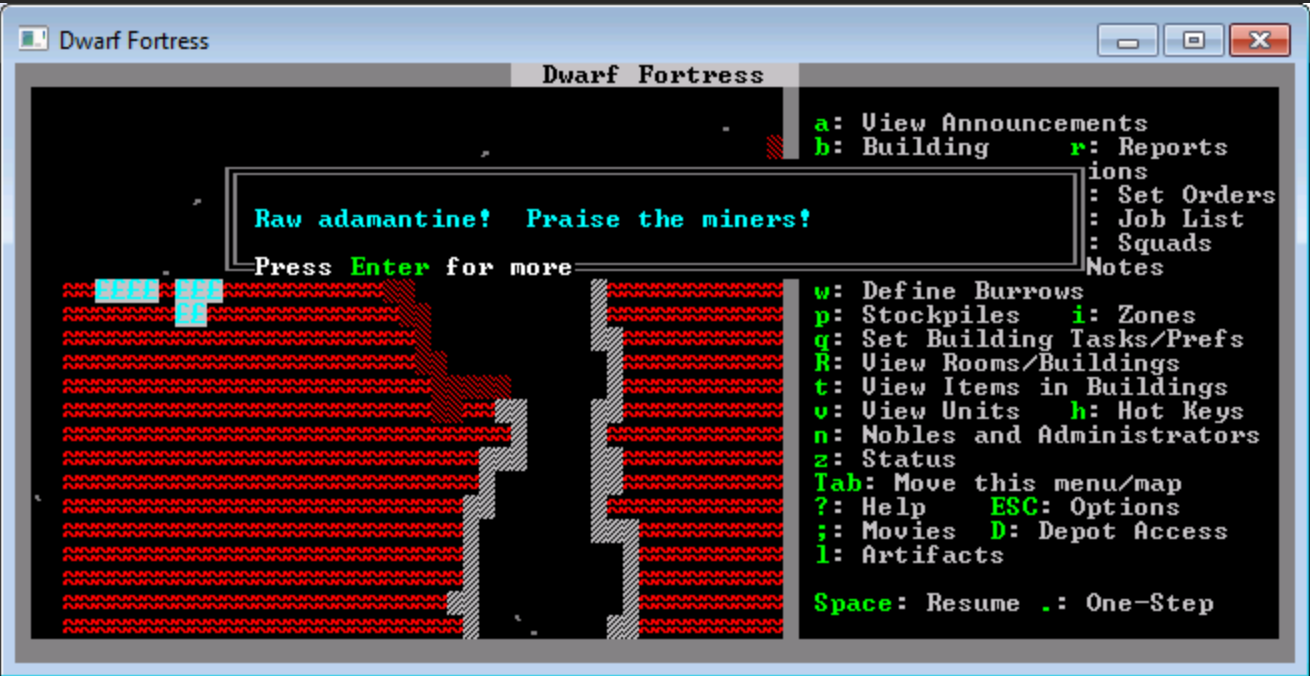
The Quest for Coal

Karakzon hadn’t seen the surface for weeks. He wasn’t sure how far down he’d dug by now, probably over one hundred levels at least. He’d found a few more caverns, including one lit by an evil red light, where the only trees that grew were nightmarish twisted things the color of old blood, but since it didn’t contain any coal, he’d passed it without much thought.

It had been getting warmer the further down he got, which would have struck him as odd if he hadn’t been so intent on his goal. Fortunately, he was still fast enough on his feet to jump back when loose granite gave way under his pick and revealed...



He sat down and stared at for a while. "Huh. Well, that's something else." Then he noticed an odd, blue shimmering light in the distance.



Karakzon was running up the stair two at a time. Then he remembered that he had approximately 150 floors to run up before he reached the surface, so he started to walk. It was, however, a very excited walk.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **October 11, 2011, 12:43:58 pm**

MUHAHAHA!
i have unearthed the metal thatll turn Derm into a unstoppable killing machine...
again.

I hope to get a pair of picks and put into the millatery, To train a miner millita for back up to the ordinary millatery when im not needed quite so much as a miner anymore :P -though if you use my work around, it should still work with miner labour enabled, depends if youve got the patcience for it-

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **aussieevil** on **October 11, 2011, 05:24:04 pm**

How's my dwarf been doing after making the mystical millstone?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Brisk** on **October 11, 2011, 07:37:51 pm**

what do you want to do with the magma? pumping it up 150 levels is going to be a chore. instead of looking for coal you could just build some magma forges down there.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **October 11, 2011, 10:47:02 pm**

Elephants are no match for Heavy Weapons Guy! Mind posting his screen with personality, stats, likes, fear of worms perhaps?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Time Blossom** on **October 11, 2011, 10:54:56 pm**

I think the idea of pumping it to the surface is more to dorlify the bridge than to use it for forging, Brisk.

After all, it's not a proper megaproject unless you're running the risk of killing everything with magma. 8)

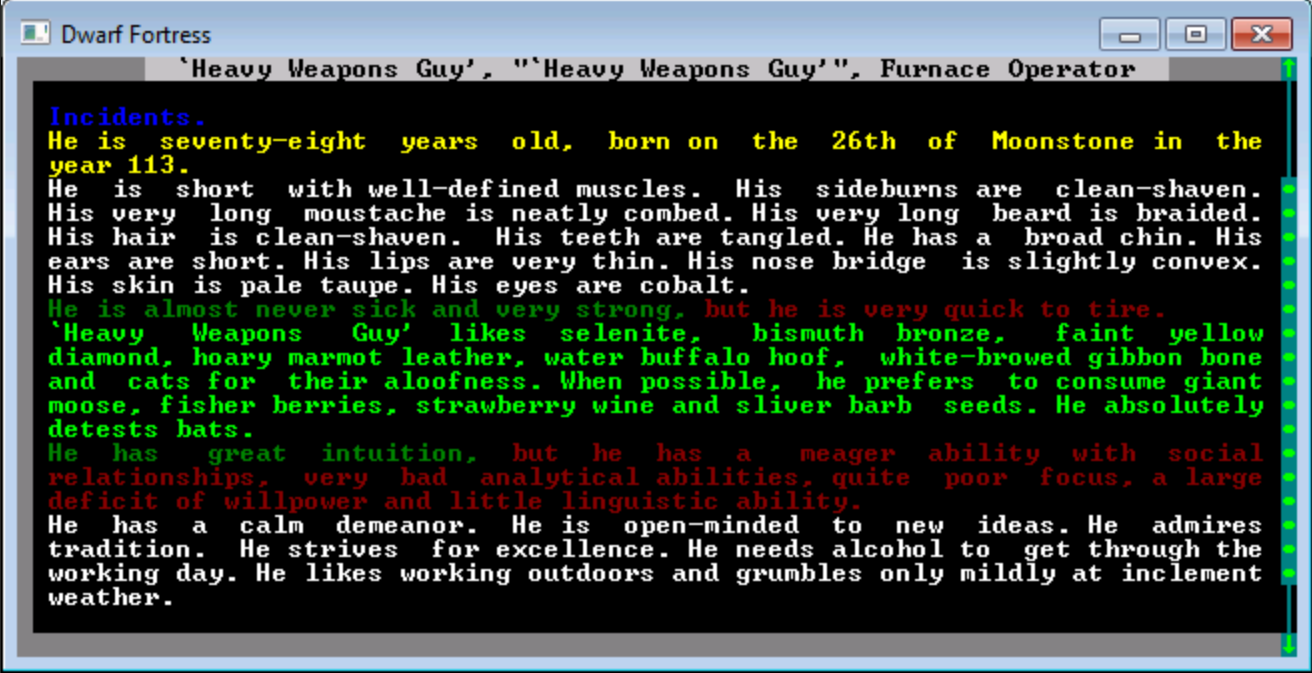
Although, if all the pumps are going to be made out of glass anyway, it may indeed be prudent to make some magma glass furnaces down in the deeps. Could you make a deep pit from the surface so that folks could dump the sand directly down to the furnaces instead of hauling it down 150 flights of stairs, by the by? Is that a thing? I think that's a thing.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 11, 2011, 11:24:08 pm**

Quote from: Masked Hunter1825 on October 11, 2011, 10:47:02 pm
Elephants are no match for Heavy Weapons Guy! Mind posting his screen with personality, stats, likes, fear of worms perhaps?

Surely:

Spoiler (click to show/hide)



A Short Meeting:

"I told you, I damn well told you! Adamantine exists! And I found it!" Karakzon was almost hopping up and down in glee.

Turk shrugged. "Yeah, well, even a broken sundial is right twice a day."

This prompted a puzzled look from Aban, who was busy keeping the minutes for the meeting. "Is it? I think if it was broken, it wouldn't show much of anything."

Aussie Evil spoke up "I suppose it would depend how it was broken. Like, if there was a crack in the base, it would still be pretty accurate, but if the... pointy bit broke off, it probably wouldn't show any time."

"What if you replaced that bit with a stick or something?"

"Ok, ok, forget I said that! The point is... I forget what the point was. It's just surprising. I still don't quite believe it exists."

"So, what is adamantine, exactly?" Aban said, in an attempt to get things back on track "I mean, I've heard of it, but I don't really know anything aside from legends."

"It's this... amazing, mythical... ok, semi-mythical metal. Light as cloth and hard as steel, and so on. Supposedly they once found a small amount back in the Mountainhomes, but the last of that is said to have disappeared during the reign of Maniacal King Shem. It's said he used it to make tiny hats for his pet cats."

"It takes all kinds to make a world."

"True"

"So. It's mythical, but we have it now. And magma, which is good? Um... what are we going to do with it all?"

The suggestions began to fly faster than Aban could write them down. "Make weapons!"

"Build a better sun dial!"

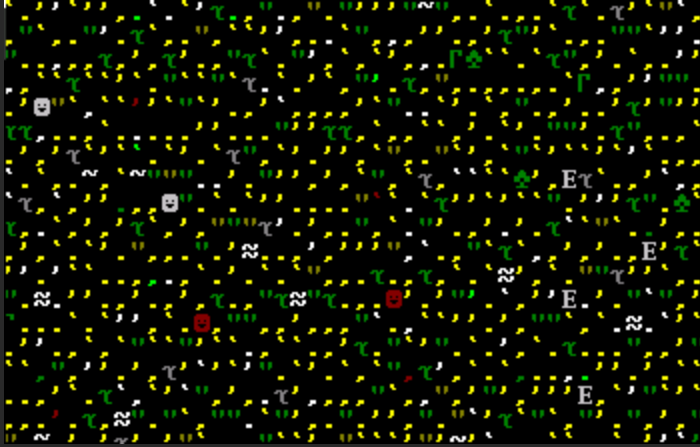
"Build some forges down there so we can use the magma to make our weapons!"

"Pump that magma to the surface and we won't *need* any weapons, is what I say."

Aban shuffled through her papers "Ah, right, Gar. In fact, aren't we already intending to do that? Pump magma to the surface, I mean. I seem to recall that being part of your bridge plan." She paused, thinking. "I guess it can't hurt to try."

Meanwhile, and apropos of nothing:

The Great Elephant Hunt had begun.



((Yes, we're going to try it. You can never have too many mega-projects, right? Also, Aussie Evil is doing fine. He's taken a lover recently. Everyone has. This is the fortress of love.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **October 12, 2011, 12:19:34 am**

Elephants. Kill them, and make them into delicious sandwiches.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 12, 2011, 01:23:16 am**

When we have magma, we can cast middle supports to our bridge. I mean, huge obsidian pillars from ocean bottom - aren't these great?

But we'll need some technical constructions to be made. Like this:

```
#####
#hhhhhh# - Drop zone: magma-safe hatches, each linked to single lever
#hhhhhh#
#hhhhhh#####
#hhhhhX~~~X - magma portioning device.
#hhhhhh#####
#hhhhhh#
#####
```

So, this works as follows:
Portioning device must hold enough magma to cover whole drop zone with 1/7 magma level, no more, no less. Okay, with a few excess bits, to compensate vaporizing.
First portioning device is filled, then stored magma is released to drop zone and floods evenly over it. Then you begin opening hatches, each 1/7 portion drops to water, transforms to obsidian tile and falls to bottom. Thus, one by one you get solid pillar.
If we open all drop zone at once, there is a chance of getting parasite outgrowths, that can't be mined out because it is submerged undersea. Those outgrowths can ruin the whole project, so I recommend slow and reliable one-by-one method.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 12, 2011, 03:44:41 pm**

((That looks reasonable, peregarrett. I have been wondering how we would build supports, and that method certainly beats trying to drain the ocean.))

Exerpts from Records of The Great Elephant Hunt, by Cilob Craftsizzled:

We left early in Obsidian, keenly aware of the long journey that lay before us. Indeed, it took upwards of an hour to find our prey. I and my companion, the crossbowman Heavy Weapons Guy heard the trumpeting first. There were four of them, playfully basking in the tropical winter's sun. Beautiful, powerful creatures, these elephants, yet with a gentleness in their nature that can only be attributed to long lives of peace and plenty. I felt a brief pang of guilt at the idea of hunting such magnificent creatures, but I reasoned that we were only doing this to provide for ourselves, and our children. And because it was tremendously fun.



Each of us had our own style of hunting that we preferred to use in order to bring down the beasts. I myself favored the exclusive use of my crossbow, and fine elk bird bone bolts.

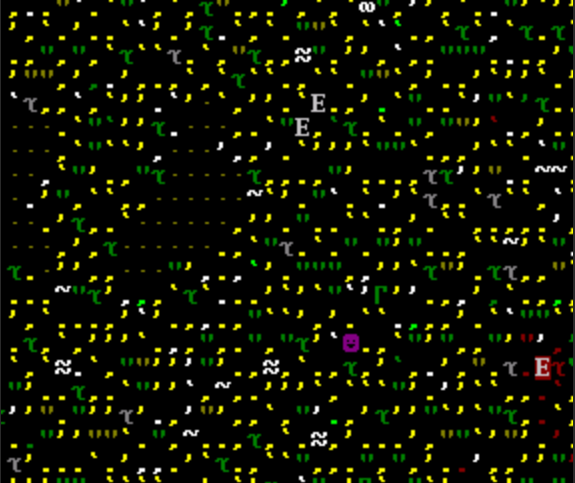
Derm's method, which involved hacking everything that moved with an axe until the elephant and several surrounding trees were dead, was unconventional, but I could not fault its success.

Heavy Weapons Guy soon ran out of bolts for his crossbow. Undaunted, he climbed atop his elephant and began beating it soundly about the head with the empty weapon. I have never doubted his courage, nor his enthusiasm. His intelligence? Well, sometimes.

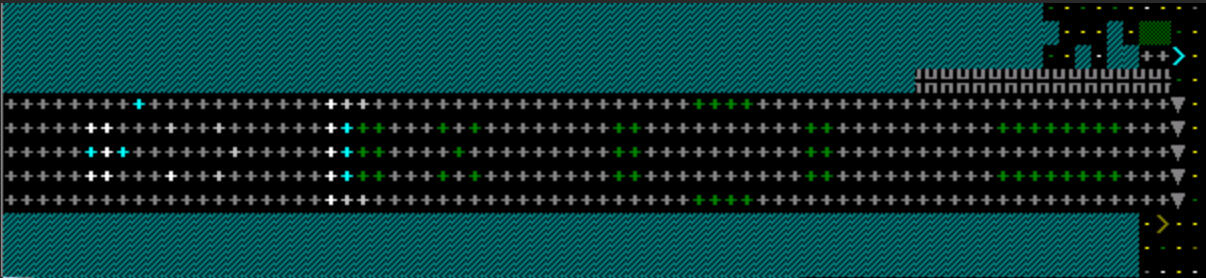
Karakzon the miner had joined our little expedition, and soon proved that picks that once hewed stone could easily do the same to flesh. Though in a vastly messier manner.

And everyone else piled in with whatever weapon came to hand. Spears, swords, and bare fists were the tools of their trade. Again, not the typical approach, but one that achieved great results.

Our hunt over, we called for a native runner to report back to the camp, and inform them that a great feast was on its way. After the runner told us to “bugger off, I’m busy with the bridge”, we set off, trophies in tow. Truly a remarkable experience for all of us.



((this is my way of saying that nothing is happening, nothing at all. Here's a picture of part of the bridge to make up for that:))



Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Brisk** on **October 12, 2011, 07:46:08 pm**

Quote from: Time Blossom on October 11, 2011, 10:54:56 pm

I think the idea of pumping it to the surface is more to dorfify the bridge than to use it for forging, Brisk.

After all, it's not a proper megaproject unless you're running the risk of killing everything with magma. 8)

Although, if all the pumps are going to be made out of glass anyway, it may indeed be prudent to make some magma glass furnaces down in the deeps. Could you make a deep pit from the surface so that folks could dump the sand directly down to the furnaces instead of hauling it down 150 flights of stairs, by the by? Is that a thing? I think that's a thing.

You certainly could make a deep hole and make it a garbage zone and dump the bags of sand down it.

Another idea could be to simply collapse a tile of sand 150 levels so that it is right there next to the furnace and a stockpile of empty bags.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Time Blossom** on **October 12, 2011, 10:10:36 pm**

Ah; that's pretty ingenious, actually! I think I may have to steal that idea for my current fort.

Meanwhile, back in the topic: be warned. Elephants never forget...


Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 12, 2011, 11:13:45 pm**

Quote from: varnish on October 12, 2011, 03:44:41 pm


((this is my way of saying that nothing is happening, nothing at all. Here's a picture of part of the bridge to make up for that:))



Hey! What's that, at north-east corner of bridge??? You're doing it wrong!
Not this:



But this:



!!!!!!

Quote from: Brisk on October 12, 2011, 07:46:08 pm

Quote from: Time Blossom on October 11, 2011, 10:54:56 pm

I think the idea of pumping it to the surface is more to dorfify the bridge than to use it for forging, Brisk.

After all, it's not a proper megaproject unless you're running the risk of killing everything with magma. 8)

Although, if all the pumps are going to be made out of glass anyway, it may indeed be prudent to make some magma glass furnaces down in the deeps. Could you make a deep pit from the surface so that folks could dump the sand directly down to the furnaces instead of hauling it down 150 flights of stairs, by the by? Is that a thing? I think that's a thing.

You certainly could make a deep hole and make it a garbage zone and dump the bags of sand down it.

Another idea could be to simply collapse a tile of sand 150 levels so that it is right there next to the furnace and a stockpile of empty bags.

Or you can use a glitch - trample some moss at cavern, it transforms to soil floor, type of soil depends on biome. So, we'll have small tiles of sand.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 13, 2011, 11:54:47 am**

Woops! Well, at least that's fixed easily enough. I'd only just started that part to get a feel for what it would look like.

I haven't tried collapsing sand yet, but dumping bags down a shaft works pretty well. Collapsing a block of sand might be difficult; there's a small second aquifer that I had to dig around to get to the caverns. Fortunately it only is on part of the map. Dumping the bags is much faster than having them haul it all the way, though, so thanks for the suggestions!

Not much going on in the fort right now. The one thing that's bothering me is that, while the population is now 85, we still don't have a mayor. I thought the expedition leader got promoted at pop 50. Or am I mistaken?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **October 13, 2011, 04:42:20 pm**

Muhaha :)

Journal of Karakzon:

Has been interesting of late, testing out my picks now im not needed in the mines. Im sure these tools can be put to greater use beyond the earth for the greater good of dwarvenkind!

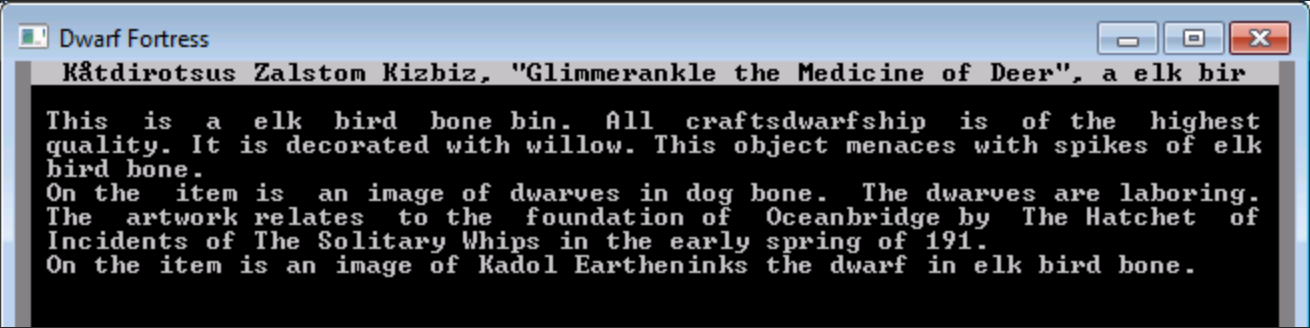
I feel if nothing else, ill be able to back up that maniac Derm and the rest of the lads. Those goblins wont be ignoring this bridge forever, when its complete its controll may spell the future of the civalisation that controls it.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 13, 2011, 08:26:02 pm**

From the Journals of Aban Brothertreaties, Granite 193.

Well, this has been an interesting season or two, and no mistake! The ships came again at the end of autumn, bringing some new trade goods, and a letter from the queen. Unfortunately, (I think?) all it said was "last chance to renew your lovely subscription!", which I'll admit that I did not understand at all. We'll just keep working on the bridge and hope that's what she meant.

One of the newer migrants, a bone doctor was afflicted by that same strange possession as Aussie Evil. None of us had any idea what he would make, considering his profession, but there were plenty of grisly predictions. The elk bone bin surprised us all. I'd been betting on a crutch myself. A sinister left crutch.



Also I had a son. That was a surprise.

➤`Aban Brothertreaties', expedition leader has given birth to a boy.

I'd say he looks just like his father, but I honestly haven't seen the man lately.

.....

Mormota was one of the first to hear about the newest addition to the fortress. She saw Gar hurrying down one of the halls, and shouted "Congratulations, Gar!"

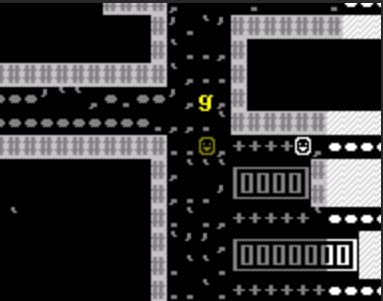
Gar stopped, and looked blank "What for?"

"On... for the birth of your son?"

"Oh, yeah, that. Whatever, move. I've got more important things to deal with. They're building the damn bridge *wrong!*"

Spring 193: Other Events

Life in the fortress went on at a steady, almost dull pace. The center of the bridge was pushed just a little further out over the ocean, a gorlak made a nuisance of itself in the lower levels before being put down by Karakzon



and the children of Oceanbridge entertained themselves by dropping heavy bags of sand down a 130 level pit, watching them crash into the floor at terminal velocity.



They hadn't hit anyone, yet.

Next: A Single War Elephant, and a Disturbing Lack of Sieges

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Time Blossom** on **October 13, 2011, 10:17:59 pm**

Another bone artifact? And the chief engineer having a son? With all the talk of building supports, I think the spirit of Oceanbridge is trying to tell us something. (http://en.wikipedia.org/wiki/London_Bridge_Is_Falling_Down#Child_sacrifice_theory) :o

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 14, 2011, 03:08:21 am**

Not so sadistic, but still valuable idea - set tombs inside supports.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **UltraValican** on **October 14, 2011, 12:21:54 pm**

May I be dorfed
Name: Gary Featherlog
Job: Trapper/Animal Trainer
Gender:(Male Preferably)
Custom Profesion Name: Beast Master
Bio: Came to the fort to gather and breed valuble beasts for fun, profit, and BLOOD!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 14, 2011, 08:56:40 pm**

((I had a post written up, and then the power went down, taking the internet with it. That post was good, but this is the one you get. It's been that kind of day.))

Late Spring 193:

Stukos Metalnature had just turned one year old, and was happily toddling around Oceanbridge. He was enjoying the newfound freedom that being allowed to walk anywhere without the slightest bit of supervision brought him. He'd had great fun poking the caged elephants with a stick, had pushed bags of sand and glass blocks down the pit, and now was wandering around near the pumps.

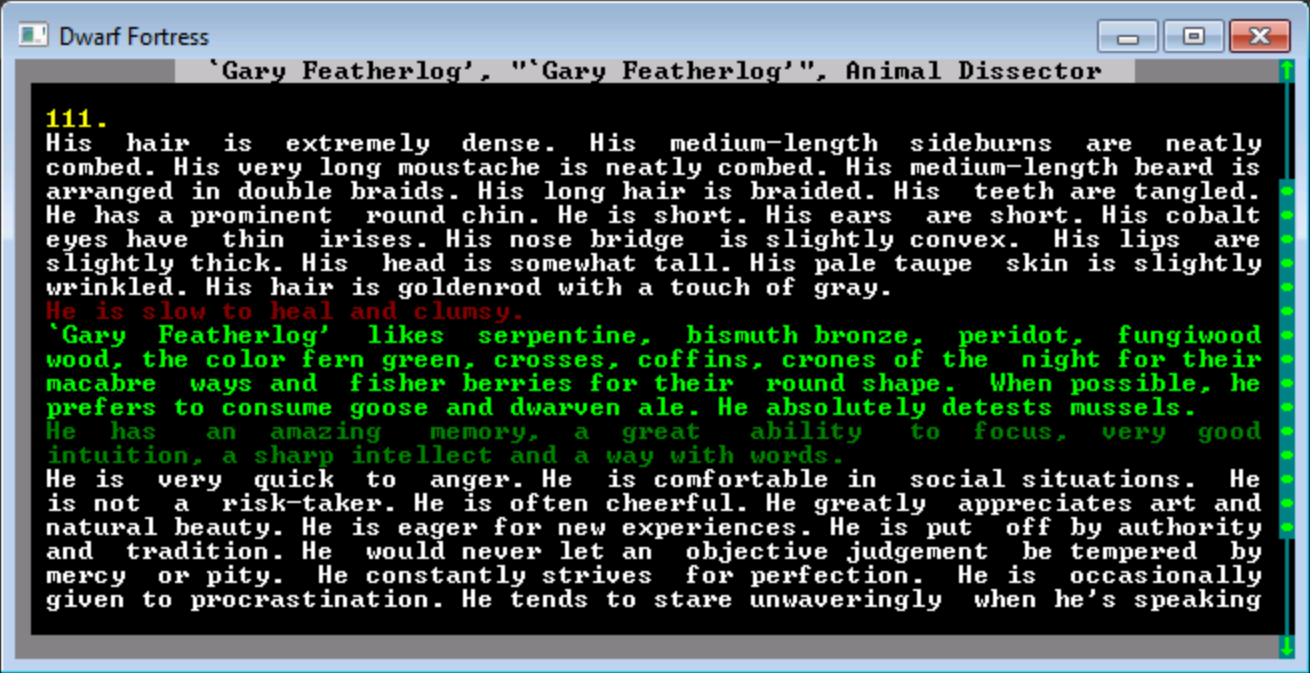
Stray war Dog <Tame> has given birth to puppies.
A gremlin! Drive it away!
Lokum Kadôlalis, Weaver cancels Store Item in Stockpile: Interrupted by Gremlin.

He was surprised when the gremlin jumped out of one of the old channels and attacked him. The gremlin was even more surprised when Stukos bit his nose off.
The gremlin learned a very valuable lesson about dwarf children that day. Or he would have, had he not been hunted down by the militia, who tracked him down by following the trail of blood.

.....

From the Journals of Abanbrothertreaties - Late Summer 193

Elves came today, and that's not all. I'm writing this up in a rush, just on the off chance that I'm not alive tomorrow. That's the way things are looking. Two things that I'm sure of: Derm and his militia are getting ready to fight. An animal trainer I never met managed to train an elephant for war.



How? Did he whisper elephant secrets to it? Did he bribe it with... tasty grasses, or bananas? No idea. And we're all going to die. And that's three things.

It's not the elves that are the problem, really. It's this:



Derm says he's been training for this. I hope for all of our sakes that he's right.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Dermonster** on **October 14, 2011, 08:59:39 pm**

TO WAR! MY LOYAL ELEPHANT WARPET SHALL BE AT MY SIDE!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 14, 2011, 11:41:01 pm**

The First Siege of Oceanbridge (is very short)

Derm surveyed the field. In the distance, but closing in fast, he could see the enemy. He wasn't sure kind of enemy they were, or what he should call them, but he as damn sure they were enemies. "Four armed, three eyed nightmare beasts" seemed like as good a name as any. One of the things, possibly the leader, was riding an alligator, hopping and hooting on the creature's back. It was an odd sight.



He turned back to his men, who had assembled on the field outside the fortress.



Clearing his throat, he began. "Well boys, I'm not one for speeches..."

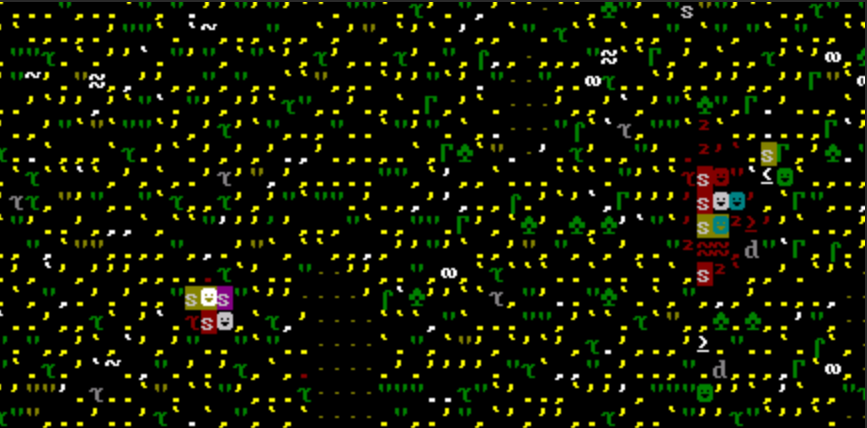
One of the macedwarfs raised her hand. "Uh, sir, I think they're getting kind of close..."

Derm turned. They were. "And that's why. Charge!!"



The beasts were fast, but, and this was key, Derm realized, completely unarmored. Three of them fell almost immediately to well aimed crossbow bolts. Derm then joined the fray, ducking under one beast's arm, and turning to hack off the arm of another.

The beasts were also incredibly stupid. Five of them broke off from the main group to chase a goose, capering and hooting madly. The goose, sadly, fell to the beasts, but its sacrifice was not in vain. Heavy Weapons Guy and Cilob were there to make sure of that.



"This is almost too easy!" Derm shouted. Then the alligator bit him in the foot, breaking one of his toes. Fortunately, the macedwarf who'd spoken before was able to step in and crush the monster's skull before it bit off anything vital.

The battle was over in less than two hours. The last of the strange creatures fled over the hills, into the palm jungles, hooting incomprehensibly.



Derm and his men began the triumphant march back to Oceanbridge, though Derm had to limp most of the way there.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **October 15, 2011, 03:50:28 am**

nice. stranglers are the best to train millatery on, ive seen recruits kill them in hand to hand weaponless before.
took a damn wile though.

any other injuries?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 16, 2011, 11:09:51 am**

Only one, also a broken toe, oddly enough.

The story for this thing is going to take a new direction soon, due to something I just found out. Nothing crazy, just something that might make it more interesting for me to write. In the meantime, there's green glass pumps that need building.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 16, 2011, 02:31:48 pm**

((but until then, there is this))

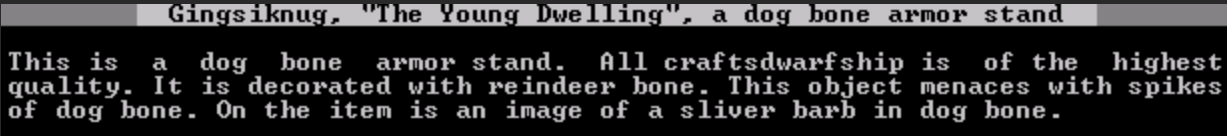
From "The Histories of Oceanbridge"

The Warriors of Oceanbridge returned in triumph, with many trophies such as hands and the teeth of their vile foe. Also a left ear.

Aban Brothertreaties, fairly decent leader, declared a feast to honor Derm, Chopper of Souls, Axe Champion, and the many brave shield-dwarfs who injured themselves gravely in the toe or other parts.

And at the Great Feast they dined on elk bird, and plump helmet stew, and sloths, and roast suckling dog, and crisp elephant ears, and sea birds of every size, and fat soup, and small rocks, and grouse tongues, and drank fine ales and meads and sea water that the historian mistook for beer. And they felt secure in their homes, though none sought to ask from whence this new enemy had come nor why, save the historian, who was not listened too as he was retching sea water.

In the days to follow, an herbalist's eyes were seen to fill with a fiery light, and he made his way to a workshop, and there after many days, produced a rack for armor crafted from the bones of suckling dogs. And few saw the omen that it represented.



In mid-spring there was a great death of crows.

A month after the feast there was heard by the Legendary Miner Nix a tremendous noise from the depths, likened to that of a great bird. And the historian told the others that he had told them so, and was told to shut his damn mouth for his troubles. But soon the bellowing came to be heard as a name. And the name they heard was Ostrug.



Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 16, 2011, 11:17:09 pm**

Just capture it in a box with bait animal and raising bridge. We can think of using it later.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **October 17, 2011, 09:43:35 am**

SO MUCH BLOOD!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 17, 2011, 09:50:41 am**

Yes, blood.
If we make it bleed at "hostile gates" - that can add some points to our defenses.

Derm - DON'T TOUCH IT! WE NEED IT ALIVE! for a while...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 17, 2011, 02:51:34 pm**

The Attack of Ostrug:

“So what are we doing here, Gar? Building a bridge?”

“We’re setting up a trap, Nerev. Going to draw in that Ostrug thing, whatever the hell it is, and trap it in a pit, neat and simple. Now hand me that gear, will you? This should just take a-”

He was interrupted by the sound of screams. “It’s coming! It’s coming up the stairs! Run for your... ohshit ohshit!”. The next sound they heard was an awful, rending, meaty noise, then a long scream, followed by silence.

The Potash Maker slams into an obstacle and blows apart!
→Logem Sengzulban, Potash Maker has died after colliding with an obstacle.

Nerev looked over at Gar. He looked worried, which made Nerev even more frightened. “I thought you said there was only one entrance to the caverns! This entrance! There’s only one entrance, right, Gar?”

“Clearly there's another! Now, I’d suggest you start running, unless you feel like fighting that thing yourself!”

They ran.

.....

By the time Aban heard about Ostrug’s attack (from Nerev and Gar, both of whom were fortunately still alive), it had already reached the quarry levels. She ordered the complete evacuation of the fortress to the outside, and then ordered Cilob and Heavy Weapons Guy, and the rest of the crossbow dwarfs down into the depths. Then she waited. There wasn’t much else she could do.

.....

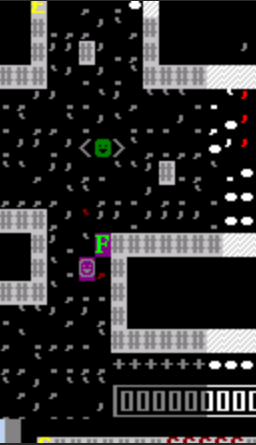
“It’s eerie down here, you know?”

“Because there’s nobody else here, in a place that’s normally humming with activity? Filled with busy people moving to and fro, and so on?”

“I was thinking because there’s a monster down here who wants to kill us all, but yeah, your thing too.”

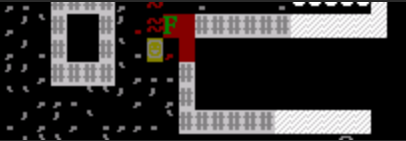
“Would you two quiet down!” Cilob hissed. "I'd like to approach this damn thing without it hearing us!"

It turned out that Ostrug had never left the quarry. The six dwarfs turned a corner to find it perched atop the body of a furnace worker none of them recognized, happily pulling off strings of the man’s skin in its odd, flat mouth.



Heavy Weapons Guy wasted no time, bellowing something incomprehensible, he fired from his hip, and missed the monster entirely. Unfazed, he charged straight forward, wielding his crossbow like a club. Cilob swore and followed him, firing as she went. Ostrug, looking angry about its disturbed feast, reared up and swatted the two of them aside with its ragged scarlet wings. Guy tried to roll as he landed, but came down heavily on his leg. With it broken, or worse, he could only look up as Ostrug towered over him.

And it might have ended very badly had Cog not fired a steel bolt directly into Ostrug’s throat. It bled out almost immediately, the blood hissing as it splashed on the basalt floor. The stream of blood, and the collapsing body missed Guy, something he would forever be thankful for. Less than five minutes after they had confronted it, Ostrog was dead.



((Well, that was a case of everything possible going wrong. I could have sworn that I blocked off every possible entrance. Clearly I missed one. Er... just how deadly is "deadly blood, I wonder?))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 17, 2011, 03:21:03 pm**

Quote from: varnish on October 17, 2011, 02:51:34 pm
Er... just how deadly is "deadly blood, I wonder?

Better not to investigate it by random dwarves. For !!SCIENCE!! - we can surround blood spatters with walls and drop there prisoners, to investigate. Take cautions so masons won't step there while constructing walls - with suspended walls designed at every tile where they should not step.

Or pave it with floor tiles, that will destroy spatters.

Or just set there restricted traffic area and wait for idlers to clean it.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Person** on **October 17, 2011, 05:44:21 pm**

Building a paved road ($b > o$) can let your dorfs get rid of the blood from several tiles away. Still, try the science first. The syndrome could be anything from mild irritation to full body and organ necrosis.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Shinotsa** on **October 18, 2011, 11:49:06 am**

Pit prisoners into the blood. Other than that do not so much as look at the blood unless you want children's feet rotting off and people's eyeballs exploding. Needless to say my past experience with deadly blood has made "deadly" an understatement.

Anyway could I get dorfed in the next migrant wave?

Shino/Shina, swordsdwarf. Batshit crazy nephew/niece to the queen who was sent here either as punishment or came out of boredom after hearing news of the recent attack. If you don't like that or have a large enough military I'll settle for a grumbling furnace operator/metalcrafter working down in the magma forges. Wonderful job so far, looking forward to seeing how the supports work out! And I can't wait to see the finished !!☼Bridge☼!!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **October 18, 2011, 12:08:45 pm**

Shakes head Tell me. Where did we go so wrong? Also, can you give Heavy weapons guy an iron crossbow, or a artifact crossbow if one shows up?

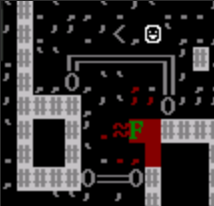
Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 18, 2011, 04:16:36 pm**

The Third Fortress-Wide Meeting of Oceanbridge: Late Summer 193

“The... um, third? Yes, third or so annual meeting of Oceanbridge will come to order!”

Aban looked around the main hall. It was filled to the walls with dwarfs, all talking at the same time, it seemed. And none of them were looking at her. She sighed. It was a lot harder to get the attention of eighty-five people than it should be. She hoisted herself onto a table, and shouted “Hey! Listen to me, damn it!”

That got some attention. Or at least people were looking at her now. “Ok. Let’s get this meeting started shall we? First order of business is an official commendation for the militia, especially Cilob, Guy, and Cog, for killing the giant bird thing. And one for Nix, Karakzon, and Di for blocking off the corpse so quickly. Apparently the things blood is still sizzling.”



Aban shuffled her papers. “Let’s see. Next order of business is... someone’s called for an election? Well, that can’t be right. Who would we have an election for?”

“If you will excuse me for a moment, Aban. I believe you will find that the Expedition Charter provides that, should the new fortress reach a certain population or measure of wealth determined by the aforementioned charter, or should a significant percentage of the population lose confidence in the leadership capabilities of their, ah, leader, then an election may be called by three or more-

“Lose confidence? Excuse me, but-”

“That is one of the possible reasons, yes. To continue; By three or more persons of greater than Master skill in their chosen craft. In which case all persons who have reached the appropriate age are, in fact, required to vote, and even stand in the election if they so choose. Er, to put it formally of course.” The dwarf who had interrupted Aban suddenly seemed aware that everyone was looking at her. She held up a stack of papers. "Look, it's all right here. I didn't just make all that up off the top of my head!"

“Well, I guess that’s... I mean, it is in the Charter, you're right, so... What was your name again? Mormota?”

The crafter, who was standing a few rows down holding her own stack of documents waved and said, “Yes, that's me! I’ve been reading the charter, you know, out of curiosity. Some very strange things in here. Regardless, since someone brought it up, it means we have to hold the election.”

“Well, if we have to...” Before Aban even completed the sentence, the shouting started.

“Vote for me! As mayor, I’ll mandate the production of beer!”

“We already make that, all the time.”

“Then I’ll mandate good beer!”

“Vote for me, and I’ll bring dignity and solid dwarf values back to...” The office seeker turned to Aban, who was still looking stunned. “Hey, I’m new here. Where do you run this place from?”

“Um, that chair. Over in the corner.”

“I’ll bring dignity back to the Oak Chair!”

.....

The election was held that day, with typical dwarf enthusiasm. That is, everyone got roaring drunk, Gar and Nerev designed a new and more efficient ballot box, (made from two mechanisms and a huge serrated blade), and everyone went to sleep not sure of what had happened.

The results were counted the next day, and were somewhat surprising.

mayor 'Person', mayor [REQUIRE][DEMAND][MANDATE]

Next: Murder, Migrants, and Sacrificial Horse Foals.

((working through a backlog of events right now. More soon, hopefully))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 18, 2011, 09:47:29 pm**

((everyone loves a double post!))

Late Summer, 193

Person’s first month in office was uneventful. The aquifer pumps were dismantled and rebuilt as bathing pumps, in order to clean any one who might have been infected by Ostrug’s blood. Heavy Weapons Guy, whose leg had already healed, described the experience as “a delightfully brutal cleansing”. It seemed to work, but Gar felt he could improve the design so that it wouldn't nearly drown the dwarf using it.



Ostrug’s blood was the source of several projects. While there was no sign that it was actually dangerous, most of the dwarfs felt safer with the whole area blocked off. That didn’t mean a curious dwarf couldn’t say, push a spare horse foal down into the pit where the body lay, just to see what might happen.

Nothing did.

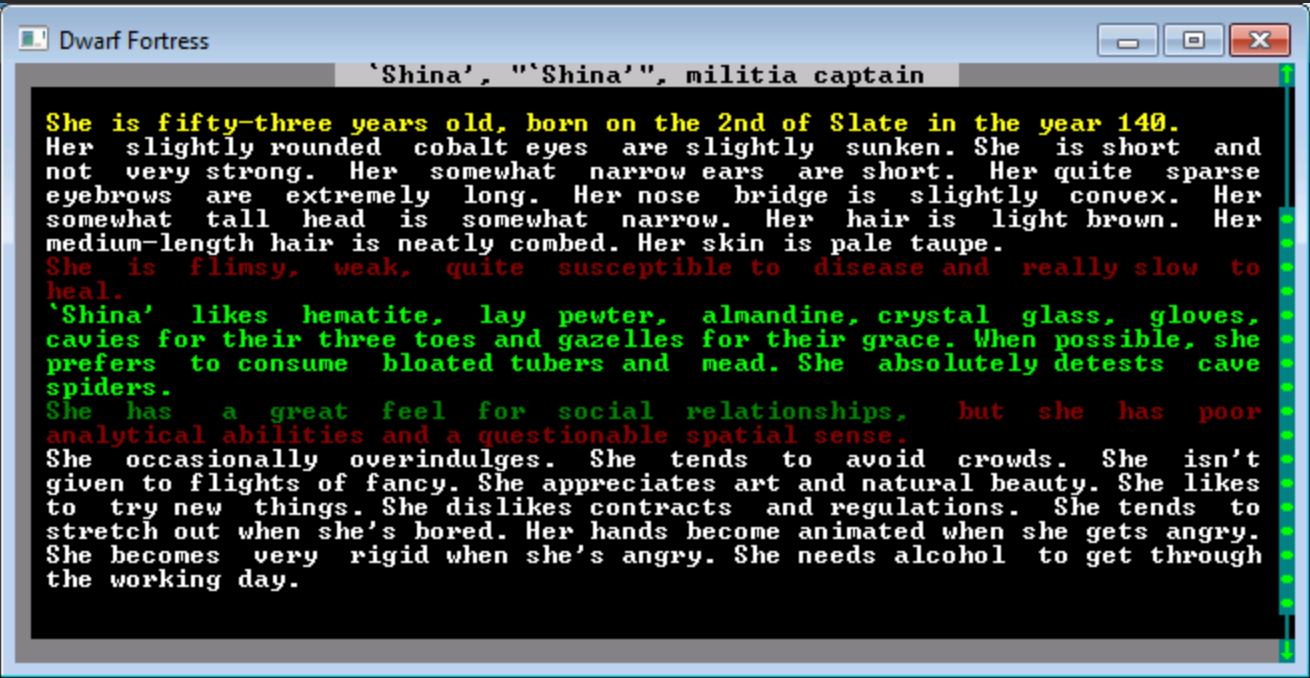
.....

Early Autumn, 193

Person had set up his new office in the lower levels, near a nice seam of gold that he was fond of. There should be some perks to the office of mayor, and he figured that actually having his own private office, rather than a chair in the main hall, could be one of them.

He had been at his desk, working on paperwork for a few hours, (paperwork! Say what you like about Aban, but at least she enjoyed working with the stuff) when he heard the door open. He looked up, mildly irritated. "I would prefer that you knock..." He paused. "I beg you pardon. I do not know your name."

The new dwarf was short, unusually so. She also was carrying a large two handed steel sword. She smiled. "My name is Shina! I’m told you’re the one who runs this place. I’ve come to join the army!"



"Oh, is that all? Go see Derm. He's the local commander, and he should set you up with a squad." With that, he went back to the paperwork. Sand, that was the problem. They were always short of sand. He looked up again. Shina was still there, leaning on her sword's hilt.

"I did that. He put me in a squad all right. I think I should lead the squad, though. That's why I'm talking to you. Because you're a reasonable man, right? And you see that I'm the kind of person who should lead a squad!" She smiled again. It was an odd smile.

Oh, I'm seeing something, all right, Person thought. Still, there was something about the new dwarf that was prodding his memory. "Shina... that name is familiar."

"Oh, I doubt it, Mayor. The queen is my aunt, you know, but I had to leave a few months back. There was an accident, and they told me to go here, and I thought, why not? Got here today, so I don't see why you'd recognize my name. I wouldn't like you to assume I'm someone I'm not, or someone who did something I didn't, sir!"

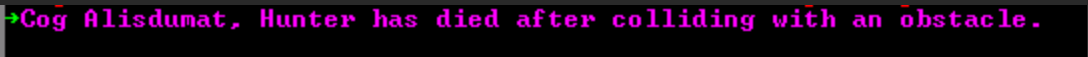
"Er, right." Before Person could tell Shina just where he thought she could head, (the magma pit, preferably), someone else started knocking at the door, frantically. He stood up, trying not to look relieved. "We'll talk about this later, Shina. Until then, just pick up your equipment and do what Derm tells you. I've got fortress business to take care of."

.....

Person’s first real act as Mayor had been to mandate the production of one amulet. His first real responsibility as Mayor was distinctly less pleasant.

“All right, tell me what happened.”

“I think she just... fell, sir. No one else was around. I just heard the scream.”



Person nodded, and walked over to where the body lay. There wasn’t really much of a body.



Cog had fallen over 50 stories. She had less hit than ground, and more been painted over it. “She’s the one who killed Ostrug, right?”

The dwarf who’d found the remains nodded. “Yes, Person. I mean, Mayor, sir. We were going to hold a party in her honor in a week or so, actually.”

Person still wasn’t sure how he’d been elected mayor. He got on well with people, that was true, but... Whether or not he wanted the job, though, he had it. And all the trouble that went along with it. "Start cleaning this... mess up. I'll inform the militia."

Several days after Cog’s death, the horse foal in the pit died.

→The Stray Horse Foal <Tame> has suffocated.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Shinotsa** on **October 19, 2011, 08:53:57 am**

Quote from: varnish on October 18, 2011, 09:47:29 pm
((everyone loves a double post!))

I sure do!

I KNEW the blood was deadly! Oh wait, we all did. The delayed effect is delightful for prisoners though. Tossing them in a miasma filled ditch where they slowly suffocate for any number of reasons seems to be a fitting punishment for any captives who dare impede progress on the bridge.

Also - Shina likes crystal glass? No wonder she was never made a proper noble back in the mountainhomes :P

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 19, 2011, 09:00:42 am**

Dwarf with two-handed steel sword? nice and rare!

Quote from: varnish on October 18, 2011, 09:47:29 pm
Cog had fallen over 50 stories. She had less hit than ground, and more been painted over it. “She’s the one who killed Ostrug, right?”

DERM! Your arrogance of being the only beast slayer is overwhelming!!!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **October 19, 2011, 09:04:08 am**

Cog was the greatest hero we ever knew. Not even Derm was as great. *Salute*

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **JacenHanLovesLegos** on **October 19, 2011, 11:31:44 am**

Dwarf me as a soapmaker named Jacen.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Kogut** on **October 19, 2011, 12:35:01 pm**

Can you dwarf me (as male smith or mechanic)?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 19, 2011, 03:29:40 pm**

From the Journals of Aban Brothertreaties:

I admit that I was little upset when Person became mayor. Then I realized that all the various disasters that are no doubt going to happen would be landing on his desk, not mine, so I felt better. Besides, it’s given me time to get an accurate tally of everything in our stockpiles. Though seem people seemed rather miffed when I was taking stock of the shoes. Hey, I need an accurate count, and that includes the ones on your feet! (378 shoes, by the way. Not sure how that happened. There’s only 92 of us.)

I'm still working to get the bridge built, though. We had another smith arrive with that odd swordswoman, and smiths are always welcome. He didn't seem all too happy to be told to get to smelting pig iron, as he's a weaponsmith, but I told him that weapons and iron bars are basically the same thing. They basically are, right?



The whole bathing chamber thing seems to be going well, as I was approached by a soapmaker (soap? Really?) named Jacen.

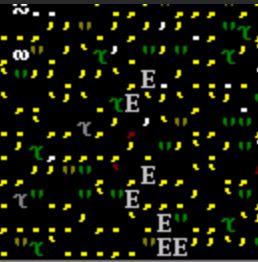


He was trying to find out how much spare fat we had lying around. I told him that all of it was spare, do what you want with it, and he seemed happy about that. Should I be worried?

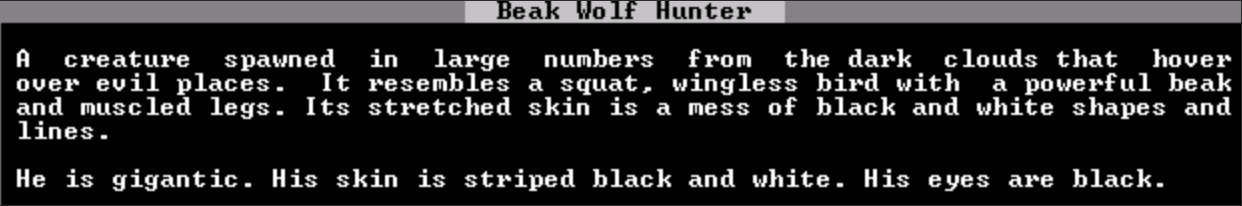
And of course, there’s the whole thing with Cog. Officially, it was an accident. Unofficially, it’s trouble.

Mid Autumn, 193:

Gary Featherlog spotted the creatures first. He’d been out in the now treeless fields, checking up on the various cage traps. One of them had been sprung recently, and he had high hopes for it. Another herd of elephants had moved into the area after all. The more war elephants he could train, the better.



What he saw in the cage was not an elephant, however. Nor was it alone.



After thinking, very briefly that the thing would be a tremendously fun challenge to train, he realized that about fifteen more of them were in the bushes, watching him.

He ran for the fort, screaming the alarm.

((Updates might be a bit spotty, as I'm going to be out of town for a few days. Let's hope the siege goes ok!))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **JacenHanLovesLegos** on **October 19, 2011, 03:37:26 pm**

SSSOOOAAAPPP!!! I MUST MAKE SOAP!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Dermonster** on **October 19, 2011, 03:38:45 pm**

ENEMIES! I MUST HARVEST THEIR SOULS!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **aussieevil** on **October 19, 2011, 05:10:09 pm**

WE NEED A GIANT WATERWHEEL ARRAY

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **October 20, 2011, 11:15:15 am**

PUT UP FISTS.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **UltraValican** on **October 20, 2011, 07:20:26 pm**

Beak Dog Hunter wants to fight
Gary Featherlog sends out war elephant!
Elephant used Gore!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Person** on **October 20, 2011, 07:56:48 pm**

Quote from: [UltraValican](#) on October 20, 2011, 07:20:26 pm

Beak Dog Hunter wants to fight
Gary Featherlog sends out war elephant!

Elephant used Gore!

IT'S SUPER EFFECTIVE! So I'm the mayor then. I MANDATE SLA- wait no that's stupid.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **Time Blossom** on **October 20, 2011, 08:13:14 pm**

SLA....TE COFFINS for everyone? Yeah, that'd be silly. :P

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **Remalle** on **October 20, 2011, 09:47:42 pm**

Yay! Greatbridge of Oceans 2.0! Dwarf me as a craftsdwarf please.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **Person** on **October 21, 2011, 02:34:59 pm**

Quote from: Time Blossom on October 20, 2011, 08:13:14 pm

SLA....TE COFFINS for everyone? Yeah, that'd be silly. :P

Uhhh yeah that's exactly what I meant. *shifty eyes*

Really though what we need is some torture chambers. Like, a room with a weapon trap with 1 whip every other tile. And you drop enemies in from cages. It's amusing to watch them, low metal quality means they'll even level up sometimes before dying. If it takes too long, fortifications in the sides and shoot them a bit. Keep gear on them if it's too much micromanaging to dump.

Or you could just make an arena. It's much easier and much more useful. Just keep me updated on what's going on with me.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **Masked_Hunter1825** on **October 22, 2011, 07:43:03 am**

Make an arena. Put spikes in the arena, link them to a lever. Pull it every now and then and you got hazards to watch out for!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **Remalle** on **October 22, 2011, 12:58:39 pm**

Quote from: Masked_Hunter1825 on October 22, 2011, 07:43:03 am

Make an arena. Put spikes in the arena, link them to a lever. Pull it every now and then and you got hazards to watch out for!

This, but with pressure plates randomly placed on the arena floor instead.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **Masked_Hunter1825** on **October 22, 2011, 07:51:04 pm**

Even better idea, do that except add elephants and beak dogs.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **UltraValican** on **October 22, 2011, 08:00:53 pm**

Quote from: Masked_Hunter1825 on October 22, 2011, 07:51:04 pm

Even better idea, do that except add elephants and beak dogs.

And shape it like a pokemon stadiumthing...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **Masked_Hunter1825** on **October 23, 2011, 09:10:50 am**

MANY IDEAS.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **varnish** on **October 23, 2011, 07:36:32 pm**

From the Histories of Oceanbridge, 193

In this year the Bird-Men came to ravage the Country of Oceanbridge, where many brave Shield-Dwarfs made their home.



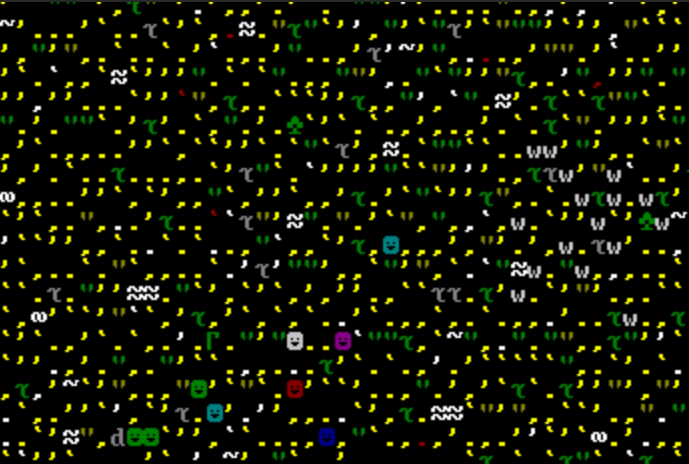
The Bird-Men were named Beak Dogs, though none knew why or from whence they came. Many asked about the name, but were brusquely told that it wasn't important, to the historian's great disappointment.

Derm, Soulchopper and Champion, led the warriors.

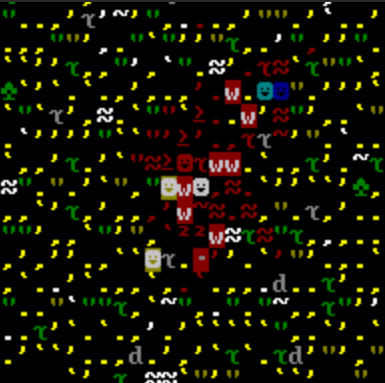


They were Derm, and Cilob, Guy and Shina, Karakzon and one dozen war dogs, and an elephant. As well as some others who weren't as interesting or important. Brightly shone their mail, and swords, and spears, and shovels, and granite pots filled with wine, and diverse

other weapons. Brighter still shone their eyes when, as one group they charged. Except for the dyer who charged ahead of the group, and whose bones were all broken. A fitting punishment for one who ruined the historian's narrative.



This was followed by many stabbings.



And so the Bird-Men met their doom.

.....

Person came bustling into Aban’s office, (which was now an actual office, rather than a chair.) “Aban! I’m glad that I found you. Do you have a moment?”

“Well, I’ve been going through the evidence, you know, about poor Cog. Trying to see if I can find-”

“Put that away for now. Tell me, how many whips do we have?”

“Do you want an exact count? Uh, zero, I think. But I thought that Cog-”

“Forget that for now, I said. We need to get the people in this fort working, and the bridge isn’t doing the trick. Most days there are twenty or so useless crafters idling away in the dining room. I’ve got some ideas to fix that. Now, how many large wooden spikes do we have?”

“I... What?” Aban looked shocked.

“Spikes, Aban! I want to start building a sort of... arena. Something to keep the rest of our companions entertained and distracted, from things like Cog, and so on.”

“Oh, all right. Then zero, again.”

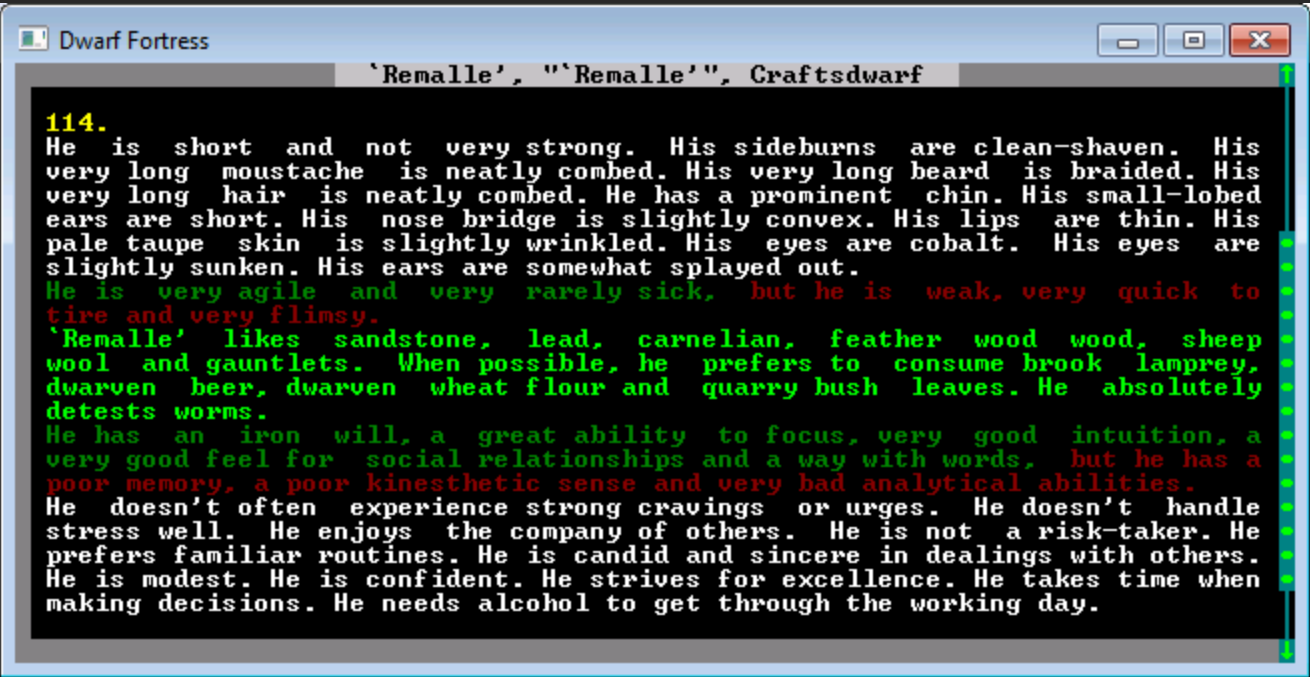
“You sure?”

“I counted them myself!”

Person shook his head, “Lot of work to do around here, then. Better get started.”

As he walked out the door, Person ran (literally) into a crafter. "Speaking of... You, what's your name?"

The dwarf stood up and dusted the sand from his back. "Remalle, sir."



"How do you feel about giant wooden spikes?"

Remalle took a step back. "I think it would depend what you were going to do with them, sir!"

"I want you to make me twenty of them, for a start."

((And I am back.

Quote from: Masked Hunter1825 on October 23, 2011, 09:10:50 am

MANY IDEAS.

I guess so! What does a pokemon stadium look like anyways?

Quote from: Remalle on October 20, 2011, 09:47:42 pm

Yay! Greatbridge of Oceans 2.0!

Not nearly as disastrous so far, though.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **UltraValican** on **October 23, 2011, 07:46:13 pm**

Its basically a rock field with a circle in the middle.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **JacenHanLovesLegos** on **October 23, 2011, 09:29:42 pm**

How many soapmakers/how much soap do we have?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **October 24, 2011, 03:11:51 am**

Could do with some more screenys of the fortress, wondering what our defences are like. Also: any injuries from the beak dogs so far?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 24, 2011, 03:13:37 am**

We'd better concentrate on Bridge. What stage is it on?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 24, 2011, 10:53:38 am**

A Strange Mood

“Where the hell is Gar? He told me he was going to load the elephant traps, and yet there the elephants are, completely uncaged!" Gary Featherlog knocked open the door to the closest workshop, where Remalle was struggling to make yet another wooden spike. "You in there! Help me find the so-called Head Architect. He's got architectin' to do."

Remalle sighed, and tossed away the block he'd been carving. He'd just worked out which end should be the spiky bit, too.

They eventually found Gar, huddled in a corner in the mechanic workshop. He was staring blankly at his hands, but when Gary made to walk through the door, Gar leapt up, grabbing a hammer from the table, shouting “Emademuth! Lanzilemal!”

``Gar', Mechanic cancels Load Cage Trap: Taken by mood.
→`Gar', Mechanic has been possessed!`

Gary backed out of the room very quickly. “Oh, for the love of Rakust! Another one of these things.” Gar settled back in his corner, muttering, when he saw that neither Gary nor Remalle was coming any closer.

`Mechanic's Workshop

This building has
been claimed by
'Gar', Mechanic.

'Gar' mutters
"Emademuth Lanzilemal needs
cloth... thread..."`

Remalle stuck his head around the corner, curious despite the danger. Gar flung a mug at him, missing by an inch. Shivering a bit, Remalle drew back and said, “What’s he talking about in there? Something about cloth?"

"Yeah. I think he... or whatever is driving him wants some. Strange. We’ve got plenty of cloth lying around. Why doesn’t he just get some?"

"Maybe it's not the right kind?"

((What will happen to Gar? Is he definitely going to die?))

Quote from: Karakzon on October 24, 2011, 03:11:51 am

Could do with some more screenys of the fortress, wondering what our defences are like. Also: any injuries from the beak dogs so far?

Currently our defenses are what I've shown. And by that I mean we have a wooden wall, and soldiers. That's it. I might need to work on that. Only one person was injured by the beak dogs. Seriously, the battle lasted 1.5 seconds. So anti-climactic.

Quote from: peregarrett on October 24, 2011, 03:13:37 am

We'd better concentrate on Bridge. What stage is it on?

The main span is about halfway! The other parts are taking longer, because of slow steel production. I've relocated all the hematite and limestone to the smelting level, so it should speed up now.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **October 24, 2011, 12:26:49 pm**

He probably wants silk. if you can hit the caverns or import some hell be safe. if you dont, then he will definatly die, optionaly takeing a few dwarves with him as well :)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **October 24, 2011, 01:04:15 pm**

Heavy Weapons guy notes of intrest:

- Ask for beak-dog rations when traveling.
- Ask for own pet war beak-dog
- Train extra hard
- Practice wrestling skills and hammerdwarf skills in addition to regular crossbow training
- Shave head, keep beard
- Ask more things, such as..

- Execution room. Captives caught are stripped of their gear, bound by a strong chain and killed.
- More captured creatures.
- Arena in a circular shape, with a floor circle in the center (new floor, other than granite or something.)
- Regular gladiator battles if accepted.
- More traps.
- Underground fortress in the caverns, to have a squad live there and fight against the horrors of the deeps.
- Craft a ton of statues and have them on the bridge (idk if that's actually possible.)
- Sacrifices in addition to executions. Have a dwarf with a knife kill them.
- Give list to mayor for consideration.
- Craft goblin-leather products.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **pregarrett** on **October 24, 2011, 02:32:37 pm**

Silk!
Pigtail thread!
Wool!

Anything for my Emademuth! Lanzilemal!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 24, 2011, 05:39:35 pm**

"How is he doing?"

"Still demanding cloth, still throwing things at anyone who walks by."

Aban, Turk, Karakzon, Nix, and Derm were waiting outside the workshop. Occasionally another dwarf would stop by with a new piece of silk or reed cloth, but Gar simply stared through all of them, uninterested. Well, he stared through them, and violently flung mugs at their faces, which made his lack of interest pretty clear.

They'd been waiting for a while now. Nix was the first to give up. He shook his head and said, "This is a death watch, isn't it? I mean, what can we do? If he's going to lose his mind, I'd rather not be here to see it. I'd rather be working." He turned to Karakzon. "We still need to get that pit dug for the Mayor. You coming?"

Karakzon shrugged, but followed Nix after a few minutes. Before he turned to walk up the stairs, he said "Well, I hope it works out, if only for your son's sake, Aban."

Aban looked puzzled. "My son?"

"Yeah, you know. Your kid. The one who's in the bag on your back right now."

Understanding dawned in Aban's eyes. "Oh, right! He's so quiet back there, I completely forgot..."

.....

About an hour after Nix and Karakzon had left, a weaver approached the group cautiously. "Say, are all you fellows still looking for cloth? Only I've got this piece of wool cloth here that I've been saving for--"

He hadn't held the cloth up for more than a second before Gar was on his feet, shouting, "Emademuth! Lanzilemal!" He took the cloth from the stunned weaver's hands and dove back into the workshop, upsetting a stack of uneaten food and filthy dishes as he did. Ignoring the mess, Gar went to work.

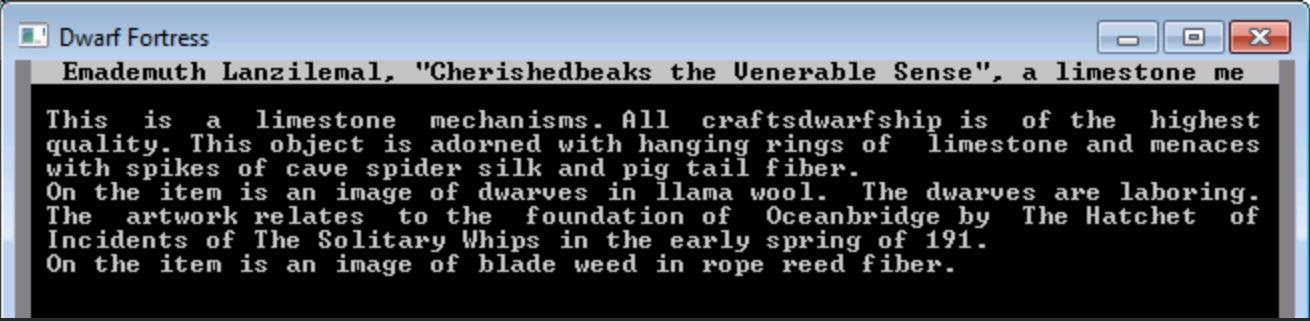
Aban turned to the others, and, smiling in relief, said "Well, maybe he's not doomed after all!"

The weaver nodded, saying. "Yes, it would have been terrible for you to lose your husband, I'm sure..."

"My what?"

.....

One week later Gar emerged, exhausted and hungry, holding a mechanism in his hands that he could swear he did not remember making.



Most critics found it rather wanting, considering all the fuss.

Next: Mandates, Guards, and JUSTICE

((So it was wool cloth that he wanted. It was right down to the wire, but there was one piece of wool left in the entire fortress. So Gar lives for another day.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **pregarrett** on **October 24, 2011, 11:38:29 pm**

Nice thing... You're saying that it's my creation?! really?! Huh...

Set it as main bridge lever that closes/opens its gates.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **aussieevil** on **October 25, 2011, 01:27:46 am**

I'm still waiting for my large waterwheel array...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 25, 2011, 08:36:35 am**

Fear not. I am gamely building your large waterwheel array, despite not being clear on what it is.

So maybe you should fear, I don't know.

Actual update later today.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **October 25, 2011, 09:51:23 am**

What about my list? D:

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **October 25, 2011, 12:19:11 pm**

Sounds good to me. what pit?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **aussieevil** on **October 25, 2011, 02:25:29 pm**

Quote from: varnish on October 25, 2011, 08:36:35 am

Fear not. I am gamely building your large waterwheel array, despite not being clear on what it is.

So maybe you should fear, I don't know.

Actual update later today.

I'll draw you a picture when I get to my main compy.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **October 25, 2011, 03:26:14 pm**

When the bridge is ready, lets build a second LAND fort on the other side! Or replace all the water with magma instead.

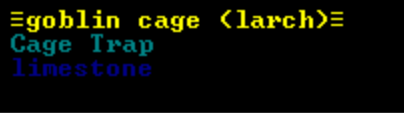
Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 25, 2011, 07:04:45 pm**

A Report on the Various Projects of Oceanbridge, 1st Granite, 194, By Aban Brothertreaties, Bookkeeper and Manager

After much, much prodding from Guy, Person mandated the construction of three crossbows. Now to find people who can hold them without shooting themselves in the foot, or other parts. No news from our mayor on the other requests, but I'm sure I'll have to deal with the paperwork sooner or later. Sheesh.

The War Elephant Population seems to have stabilized at five. The difficulty here is keeping them fed. Gary Featherlog promised that we'll have no more repeats of the Dead Elephant in the Dining Room Incident. (I'm still amazed it took two weeks for someone to notice!)

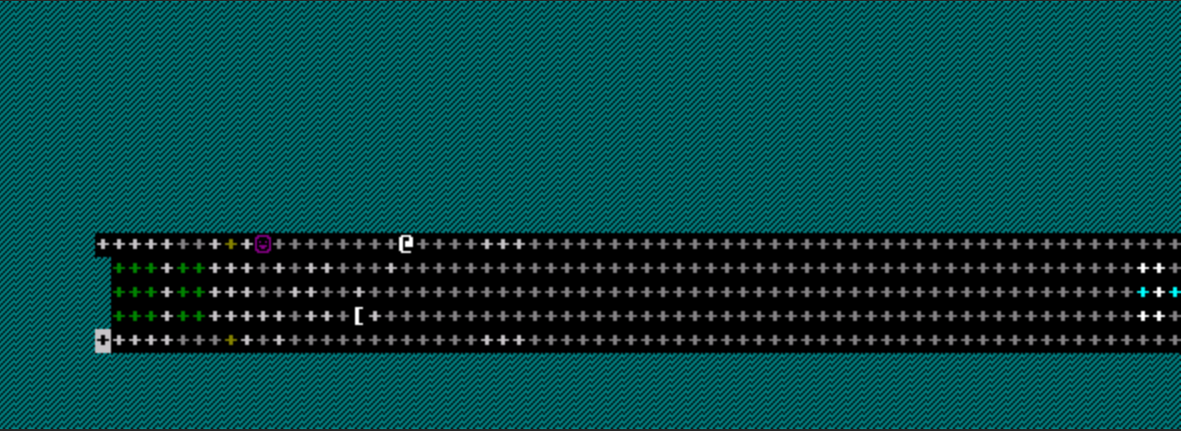
A goblin was captured in one of the elephant cages.



We can't tame it, so I suppose it will end up in the pit/arena/whatever that thing is that Person is having built. It's full of spikes, whatever it is.



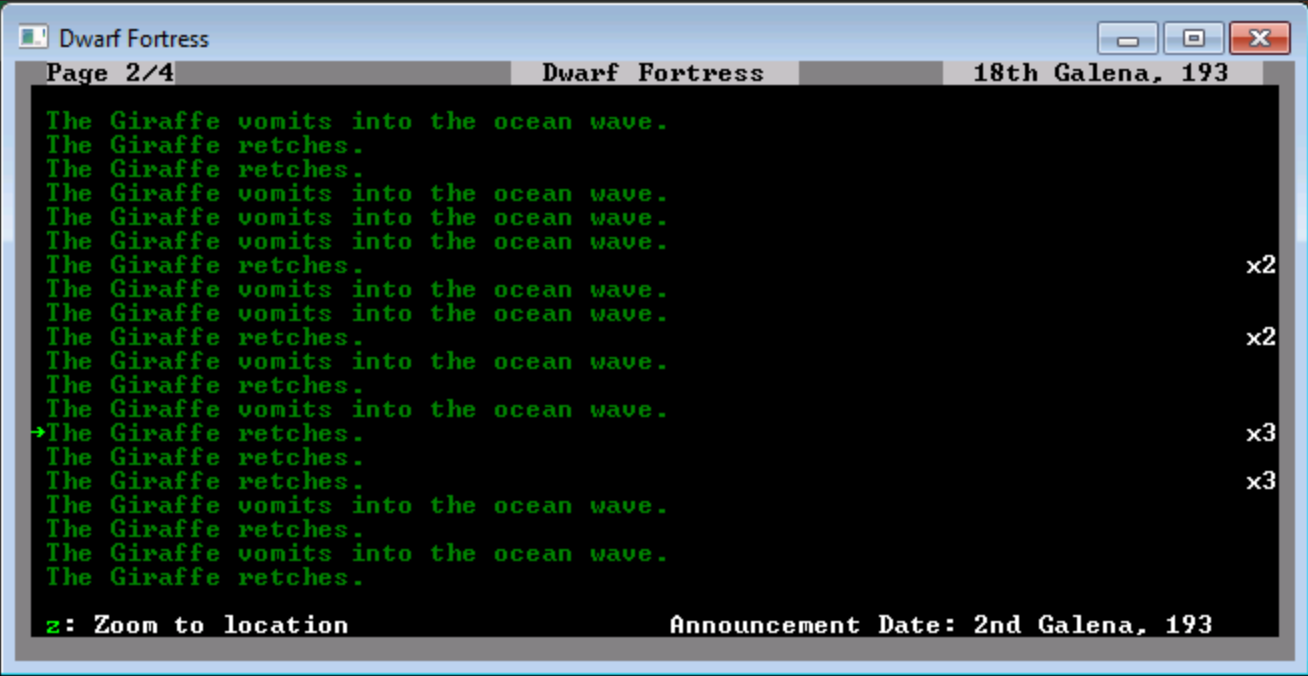
The bridge is a nightmare from which there is no awakening.



Wait, no. I mean it's going fine. Still short on steel, but Guy has covered it with a dazzling array of statues. Well, actually, a large number of them are quite frightening. Terrifying, actually. Fire demons, baying trolls, an image of the god Rakust killing some poor dwarf... He's got an imagination. At least, I hope it's his imagination.

Gar has rebuilt the magma pumps three times now, but he says that he's got the method down. Magma floods ahoy, I guess!

And the water wheel project has been delayed by a vomiting giraffe. I wish I could make these things up. It's quite a disturbing sight, what with the long necks and all.



A new year! Let's hope we all survive it.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Time Blossom** on **October 25, 2011, 07:16:22 pm**

I guess the giraffe is... seasick? :-\

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 25, 2011, 08:10:12 pm**

I just realized the giraffe picture is from much earlier in the year. The giraffe is still there, still vomiting. So it seems it's been doing it for at least 6 game months now.

Huh.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Dermonster** on **October 25, 2011, 08:13:04 pm**

Give it a few years and you could have the most grand vomit ocean bridge in the world!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **ansontan2000** on **October 26, 2011, 03:25:40 am**

You little annoying pigs.
AHAHAHAHAHHAHA SO VERY VERY VERY VERY.....FUNNY
I want ta be a part o' this. Dorf as Anderz and make him/her as a military dorf. Swords or spear would be preferable.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 26, 2011, 03:51:25 am**

Vomiting giraffe... Let's keep him for us!

I wonder if he'll starve to death with such habits...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **October 26, 2011, 01:18:28 pm**

This looks fun, I want in. Dorf me as Ishar. I didn't notice you having an actual broker in the story, so if yours isn't one of the already claimed dwarfs I'd like that. If not, then something in the military, or a hunter would also be great. Especially in this environment, vomiting giraffes and things like that.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 26, 2011, 03:10:22 pm**

Then dorfed you shall be.

Sadly, the giraffe died. I was going to draw a picture in tribute, but I realized that I can't draw a giraffe. Feel free to picture how amazing it would have been, in your mind.

What we really need right now, and what I keep forgetting to appoint, is a captain of the guard. Anyone want that? Otherwise I'll just give it to some random planter.

Update later today, as per usual.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **October 26, 2011, 07:12:02 pm**

Heavy weapons guy needs a siege. Little goblin baby men must perish.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Time Blossom** on **October 27, 2011, 06:10:20 am**

If you still need a captain of the guard, I believe I have yet to request a dorfing for this game. ^.^

That said, if you were planning on giving the position to a random grower anyway, might I suggest a random Cheesemaker instead? The name would be Hamlet; either gender is fine. Personality-wise, think "tough love." Ya know, making sure that everybody respects the law,

eats properly* and gets plenty of sleep. *Or else.*

*Cheese: it's part of this balanced breakfast! And lunch. And dinner.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Alkhemia** on **October 27, 2011, 06:15:38 am**

If you still have a slot could i have a dwarf anything you need Alkhemia btw.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 27, 2011, 09:35:15 pm**

((There will be dwarfings for everyone in the next update. I don't have regular access to my computer right now. Apologies, and so on))

From the Journals of Aban Brothertreaties, 3rd Granite, 194:

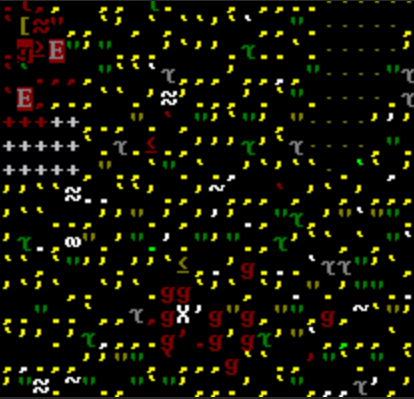
Well, I guess that I am sometimes over-optimistic, at least in regards to the whole “living through the year,” thing. (I mean, I’m still alive, but other than that I’m not taking bets). The details are still sketchy, and It’s hard to get things straight what with all of us trapped down here. But this is what I know:

Gar was out checking the new gate traps. The goblins must have done a damn good job of marching in quietly, because he tells me he looked up and was staring an army in the face. Or faces, if that’s right. He ran, but not before catching a bolt in the upper arm.

Here’s where things got confusing. I know there were at least fifteen others out on the bridge. Some of them got back in. The war elephants Featherlog trained helped with that. Apparently they charged in madly, kicking goblins this way and that, trumpeting in bloodthirsty rage.



Unfortunately they were then killed. Still, thanks to them a bunch of people managed to run in the secondary entrance, and then Person ordered that closed. (I am now a full supporter of Project War Elephant, by the way).



Aside from that, it’s all in the air. Derm and Guy are ready and willing to fight, but at least three soldiers are missing, possibly dead.



There’s at least five people out on the bridge. Aussie Evil might be one of them, as well as Turk. Oceanbridge is officially under siege.

Shit.

((Basically, goblin siege going on. Some deaths. Big post coming tomorrow, hopefully.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Kogut** on **October 28, 2011, 12:52:45 am**

I request dwarfing! (as male)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **October 28, 2011, 02:12:33 am**

Ouch! my arm!
We need watchtowers that'd spot ambushes!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **antymattar** on **October 28, 2011, 02:58:48 pm**

Sign, me, fucking, up!!! This. is. epic!!!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 28, 2011, 04:06:54 pm**

Oceanbridge at War, Week One

In a lucky break for the dwarfs trapped out on the bridge, the goblins turned out to be more interested in chasing down various chickens

and covies that were wandering around the plains. Person ordered the gates opened once more, and closed them again once everyone (more or less) was safely underground. Only Derm was upset about that decision.

"This is not hard, Person. You open that gate, me and my boys kill those goblins, and the problem is solved. Siege over."

"And if you instead all get killed, Derm, what then? Did you notice what happened to Tosid and... the other swordsman, whatever his name was? No. I am not going to risk the entire enterprise just because you want to "charge out and slaughter them". We are dwarfs. We can come up with a better solution."

"What, then?"

Person fell silent. He knew there *was* another solution. It was just a matter of thinking of it.

Guy spoke up. "Listen, right. We've got that empty pond there, right? So, we dig over, pop up, shoot the hell out of them, and pop back in before they realize we've just shot the hell out of them! They'll run in terror and we can stab them all to pieces as they do!" He looked around, hoping for approval. Person turned to Cilob, who he recognized as generally the more sensible of the two. (Generally.)

Cilob shrugged. "It's worth a try."



In the end, Guy managed to kill one of the goblins, and the hunter Ishar another before the rest ran off to chase down a hapless gem setter who had been stuck on the bridge.

Not the solution everyone had had in mind.

.....

The Siege Drags On: Week Two

It had taken several hours of waiting, but Aban had finally made it to Person's office. It seemed like everyone wanted to meet with the mayor these days. The siege was starting to wear everyone down, it seemed. Person was sitting at his desk, looking tired. He motioned for her to take a seat.

"Ah, Aban. I got your question about the demands from Hamlet. I've appointed this Hamlet as Captain of the Guard. She's already shown she's good for the job. Had a prison set up less than an hour after I appointed her. Anyway, the office and so on come with the... office, so her demands are reasonable and to be followed."

Well, that answered that. Something he said was bothering her, though. "Less than an hour? That's... fast."

"A good sign, I think. I'm confident she knows what she's doing. We're all going to be living in very close quarters for a while, and I want to be sure we can deal with any problems that may arise. People are becoming unhappy."

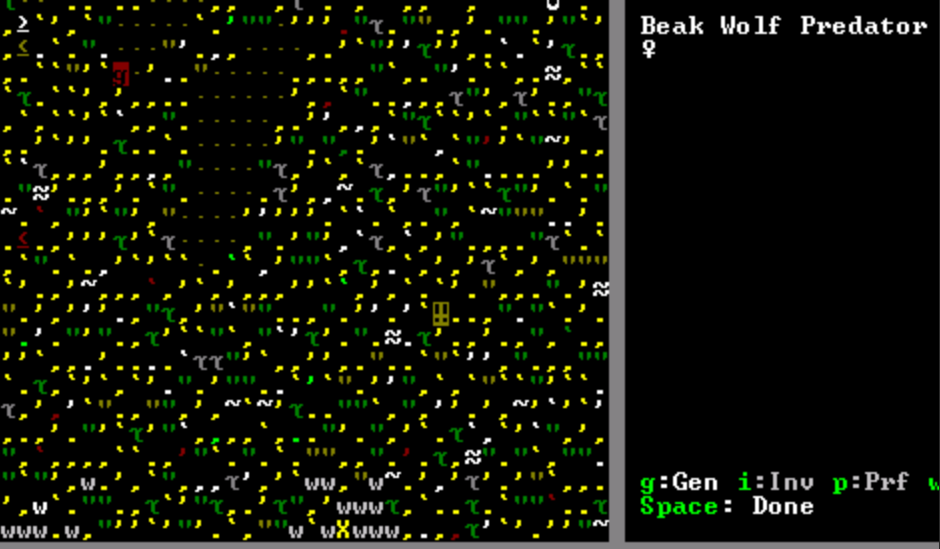
"Well, I suppose that makes..." Aban stopped. There was something else going on now. Even down several levels, she could tell something was wrong. "Listen, can you hear that?"

Person tilted his head. "No, I can't."

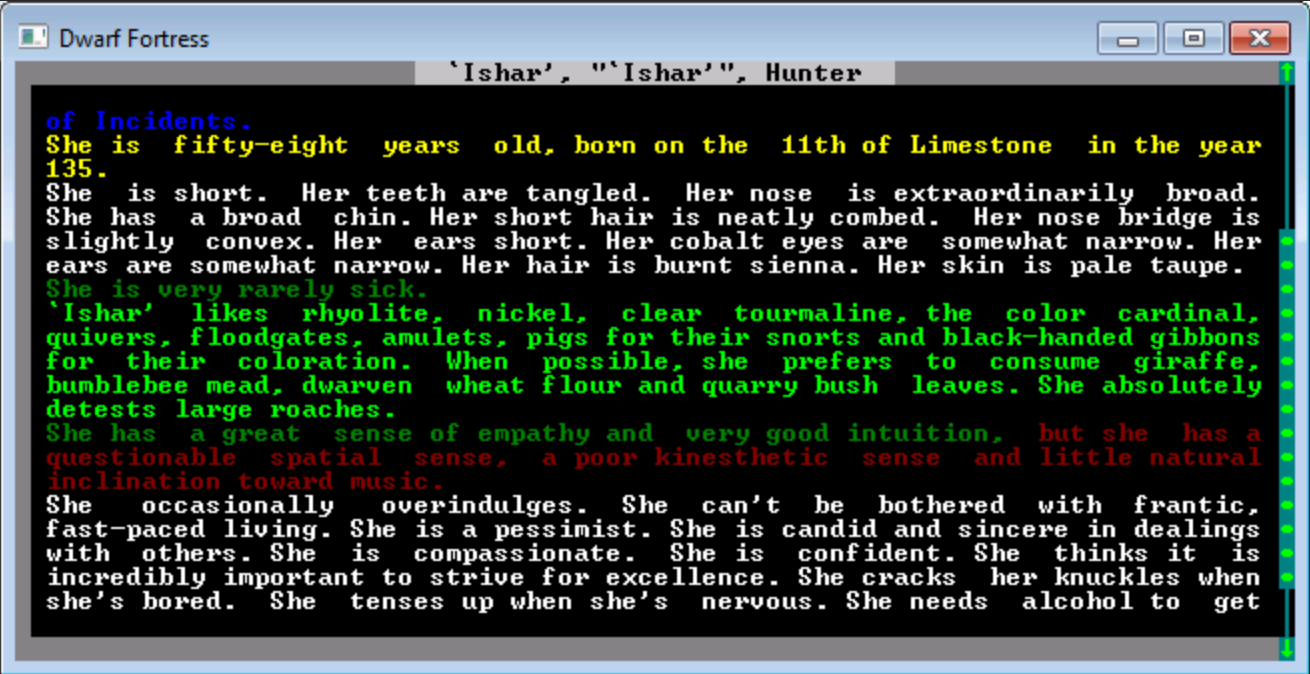
A swordsdwarf (Probably Anderz, Aban thought. She liked to try to keep track of that sort of thing) elbowed her way through the crowd outside the door, and saluted Person. Ignoring Aban, he said "Sir! There's another army coming down the beach! I was up near the empty pond, and I spotted a whole horde of, well..."

"Well what? Humans? Our own men? Reinforcements from the mountainhomes?"

"Er... not exactly..."



((New Dwarfs, more coming
[Spoiler](#) (click to show/hide)



))
((Next: What Everyone is up to. Yes, Everyone.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **October 28, 2011, 05:13:34 pm**

I suggest a kind of bait trap.
A kitten or such on a rope, in a tunnel, probably at the end of a goblin grinder e dodge trap or two (both together in same trap?), with fortifications for shooting stuff with and a few cage traps for some live practice in future, and walla, you have a seige grinder, so long as you set up its entrance and such forth properly you should be able to turn most defence mod sieges into gristly red goo in a safe and secure environment.
I also suggest you build Gates to the bridge so construction can continue even during times of siege.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 29, 2011, 10:20:26 am**

((all good ideas. working on some similar, some quite different.))

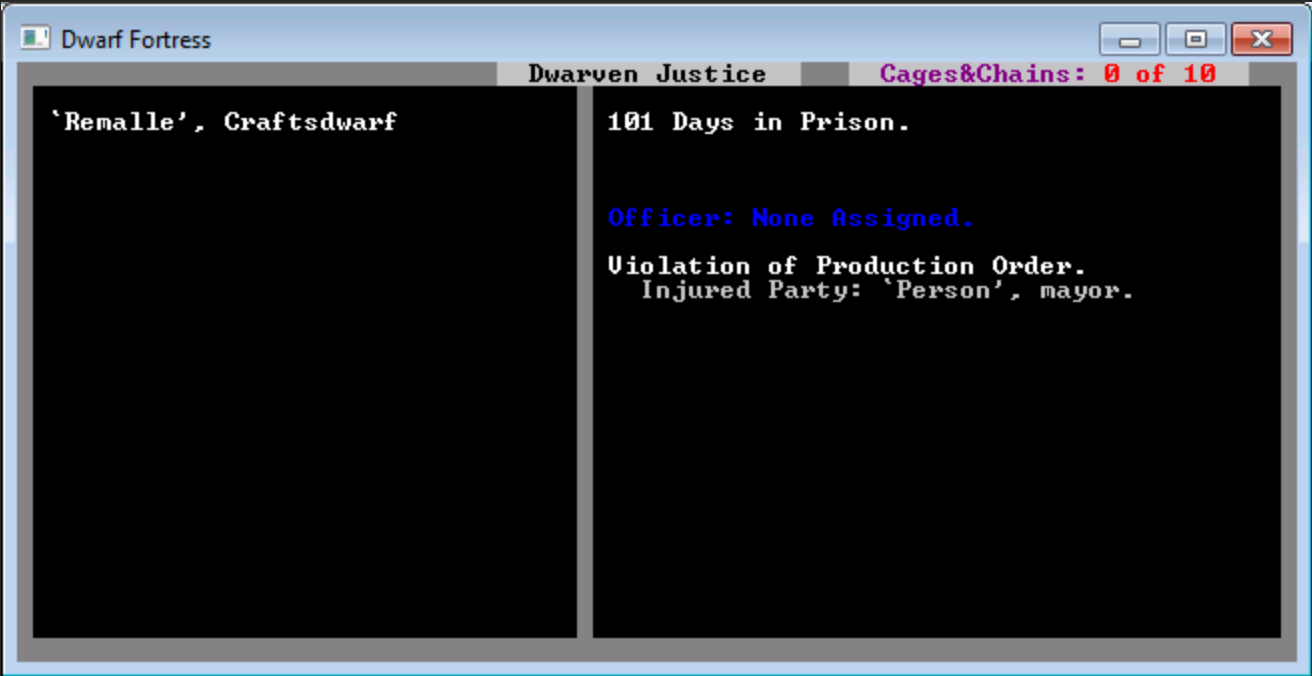
Life During the Siege

Nix and Karakzon were gearing up for the most important dig of their lives. They'd agreed not to start digging into the adamantine until both of them became very, very good at digging. Preferably legendary, in fact. That time had come. Digging time.



Remalle had been arrested and sentenced to 101 days in prison for failing to meet Person’s first mandate. So there was at least one person unhappy with the new Captain of the Guard.

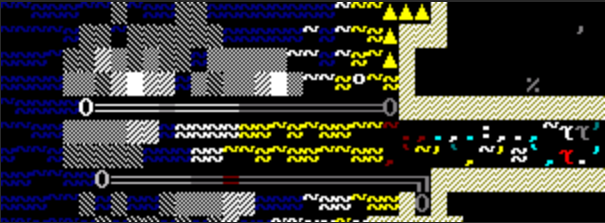
Hamlet, by contrast, was very happy. After all, she’d got to arrest someone. Justice was already being served, with a side of brie.



Turk, realizing that she and the other blacksmiths would soon need to be smelting adamantine, decided to do some reading up on the mythical metal. She had learned that it involved "wafers". Apparently cooks were involved, or maybe even pastry chefs. She'd chosen the wrong career.

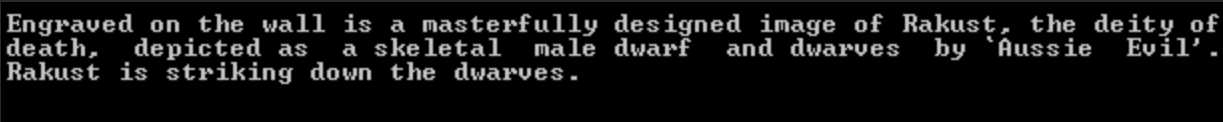
Meanwhile, the smelters were going all out as Kogut, Turk, Person and others got to work on producing steel bars and steel discs. Large, serrated steel discs. Person wanted to make sure the goblins never came back, and preferably also never left. At least not with their limbs intact.

Gar had recovered from his wounds very quickly, and was now leading Di and Nerev in the building of the "Secret Weapon". It would combine the best traits of mechanics and mad artillery. Or at least it would once they agreed on the design.



Mormota was busy building rock blocks. A safe job. At least, that’s what she was hoping.

Aussie Evil had taken up engraving, for lack of anything better to do. He was becoming quite good, but Aban for one was becoming worried about his chosen subject.



Aban herself spent the siege keeping the books. Which might not sound important, but she figured that knowing exactly how much food and booze they had remaining might interest some people. Especially the booze, which was becoming dangerously low.



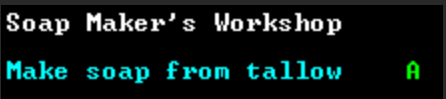
Heavy Weapons Guy had taken Ishar under his rather massive arm, and was training her in the ways of "Crossbowery".

Derm had his soldiers training too. And he was training them hard. Shina had taken a large cut on her upper arm, and Anderz was lucky he’d been issued a good steel helmet. They were becoming excellent soldiers. It was just a matter of surviving the training.

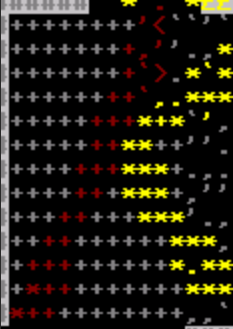
Before the siege, several warthogs had been captured in the cages. Gary Featherlog was hoping to try his hand at training them. War Warthogs? It had a certain ring to it.



Jacen the soapmaker seemed happy. It was hard to tell with him.



Deadly traps and crossbows were all very well, but the ordinary dwarfs of the fortress were hard at work as well. Alkhemia, a mason had been placed in charge of building a new dining room. (The old one filled with trash and walled by packed sand was becoming depressing).



And fisherdwarfs like Antymattar busied themselves keeping everyone fed. It wasn't clear how the fish got into the aquifer, but no one questioned the results.



Summer came, and still the siege went on.

((Dwarf Profiles:))

[Spoiler](#) (click to show/hide)

Dwarf Fortress

'Alkhemia', "'Alkhemia'", Mason

His eyes are cobalt. His very long sideburns are neatly combed. His long moustache is neatly combed. His very long beard is braided. His hair is clean-shaven. His teeth are tangled. He has a broad chin. He is short. His somewhat narrow ears are short. His lips are very thin. His nose bridge is slightly convex. His skin is pale taupe.

He is really susceptible to disease.

'Alkhemia' likes chalk, gold, white opal, tower-cap wood, amber, pig tail fiber fabric, the color pink, battle axes, bucklers, scepters, coins, alpacas for their jutting teeth and moon horrors for their macabre ways. When possible, he prefers to consume sunshine. He absolutely detests lizards. He has great creativity, a great kinesthetic sense, a natural ability with music, a lot of willpower, an ability to read emotions fairly well and a good spatial sense, but he has little patience and little linguistic ability.

He is comfortable in social situations. He is bored by reality and has a wonderful imagination. He is not interested in art. He prefers familiar routines. He admires tradition. He is candid and sincere in dealings with others. He is not easily moved to pity. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Dwarf Fortress

'Antymattar', "'Antymattar'", Fisherdwarf

He is seventy-four years old, born on the 1st of Timber in the year 119. His very long sideburns are braided. His very long moustache is arranged in double braids. His very long beard is braided. His short hair is neatly combed. He is short. He has a low voice. His cobalt eyes have thin irises. He has a broad, prominent chin. His ears are short. His eyebrows are quite sparse. His nose bridge is slightly convex. His hair is pale chestnut. His skin is pale taupe.

He is slow to tire, but he is quite susceptible to disease.

'Antymattar' likes brimstone, aluminum, blue diamond, siamang leather, amber, pig tail fiber fabric, totems and beak dogs for their chatters and clicks. When possible, he prefers to consume firefly, glasseye, one-humped camel cheese and sewer brew. He absolutely detests mussels.

He has a very good feel for social relationships, good intuition, a sum of patience and a good memory, but he has meager creativity and an iffy sense for music.

He is slow to anger. He doesn't often experience strong cravings or urges. He can handle stress. He tends to avoid crowds. He has a fertile imagination. He loves new and fresh ideas. He is organized. He has a sense of duty. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Dwarf Fortress

'Kogut', "'Kogut'", Weaponsmith

He is eighty-two years old, born on the 19th of Opal in the year 111. His cobalt eyes have very thin irises. He is short. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is braided. His very long hair is neatly combed. He has a broad chin. His ears are short. His nose bridge is slightly convex. His pale taupe skin is slightly wrinkled. His nose is slightly hooked.

He is indefatigable, almost never sick and tough, but he is slow to heal.

'Kogut' likes obsidian, bismuth, red spinel, fire imp bone, sheep wool, maces, bucklers, cabinets and crutches. When possible, he prefers to consume wild strawberries, fisher berry wine and Longland flour. He absolutely detests fire snakes.

He has a great kinesthetic sense, a great feel for social relationships, an amazing spatial sense and very good creativity, but he has a shortage of patience, little linguistic ability and little natural inclination toward music.

He has a calm demeanor. He occasionally overindulges. He is rarely happy or enthusiastic. He has a good awareness of his own emotions. He prefers stability and security to ambiguity and disorder. He is confident. He strives for excellence. He is occasionally given to procrastination. He laughs very loudly whenever he's surprised. He needs alcohol to get through

((Is that everyone? I think I got everyone.))

I will train Ishar to kill tiny baby men goblins.

Why me? I did everything you asked! You can't *do* this to me! I demand a lawyer immediately!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **October 29, 2011, 12:56:47 pm**

I have a feeling if we had a lawyer they would meet an unhappy 'acident' on account of all those most terrible seiges.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **antymattar** on **October 29, 2011, 12:59:30 pm**

oh wow! I was a fisherdwarf!!! 8) I shall catch all of the fish!!!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **October 29, 2011, 03:33:38 pm**

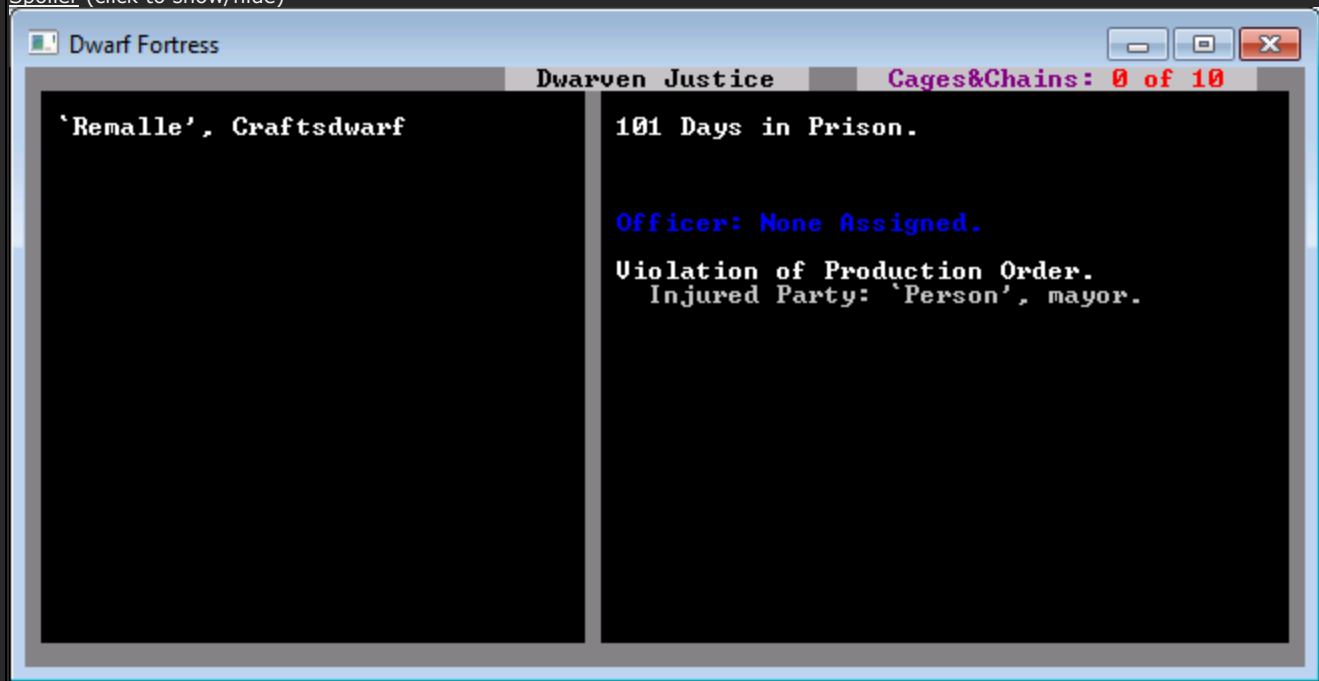
Quote from: varnish on October 27, 2011, 09:35:15 pm



A catapult! Can I has it? Please?
Also:

Quote from: varnish on October 29, 2011, 10:20:26 am

Spoiler (click to show/hide)



The amount of cages&chains assigned to justice is highly favorable for Remalle to get knuckle through the head.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Person** on **October 29, 2011, 07:05:52 pm**

Wait, what was my mandate? Also, raw adamantine always leaves a stone regardless of miner skill.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **October 29, 2011, 11:45:31 pm**

Seems like things may be getting intresting. Waiting for the next update.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 30, 2011, 11:05:59 am**

((just a short thing for now. Working on the Secret Weapon, which may or may not be deserving of capital letters))

Good Lord, The Siege Still Goes On:

After reviewing the case with Hamlet, Person decided to let Remalle go free. The sentence had been for failing to produce and amulet, which he was willing to admit was not much of a much. Besides, over 100 days had already passed since the "crime" had happened.

They would need the jail for worse crimes soon enough.

.....

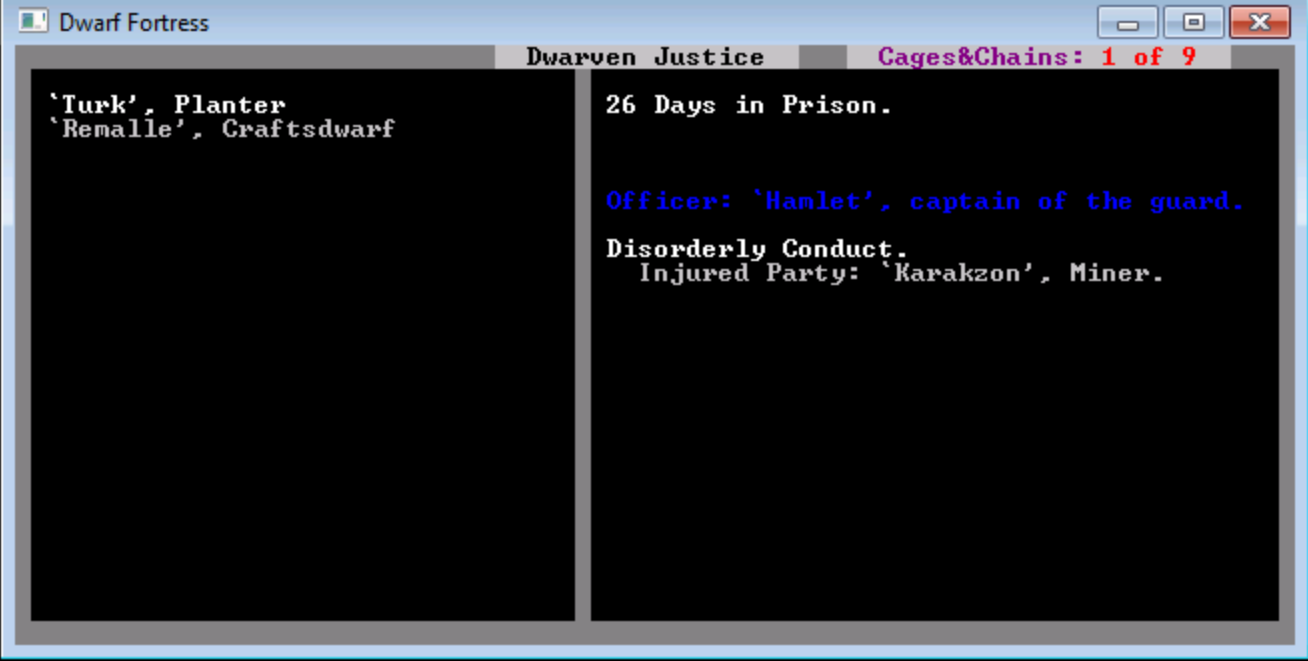
Turk was frustrated. Frustrated by her research into adamantine, (wafers? Strands? None of it made the least bit of sense!) and frustrated by the sheer interminable dullness of the siege. So, when Karakzon made a well-intentioned but badly timed joke about her name and a certain bird, Turk let some of her frustration out.

By punching Karakzon in the face. The two were in the old dining room when it happened, and Karakzon was mostly surprised by the blow. "You ok, Turk? You want a drink or something?"

"Oh, just shut up!" She picked up a chair and broke it over his helmet.

Karakzon shook his head, a few splinters falling out of his beard. "Are you angry?" He turned to one of drinking companions. "I think she's angry."

Karakzon wasn't harmed or even offended by the attack, but a crime was still a crime.



A few days after that, one of Gar’s team of pump operators had a “little incident”, as they were coming to be called. And he wasn't the only one.

Urist Adrilrakust, Pump Operator is throwing a tantrum!
→Urist Adrilrakust, Pump Operator cancels Brew Drink: Throwing tantrum.

He calmed down soon enough, but tempers all around Oceanbridge were becoming very frayed. It was time to do something about the siege .

((Some things: The mandate was for a single amulet, and happened a while back, actually. I got confused about the order of events. The catapult was meant for Di. She has launched a few stones in the general direction of the siege, to absolutely no effect at all.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **October 30, 2011, 12:20:36 pm**

I wonder, what's so special about the outside that everyone get upset due to inability to go there. I mean, of course there are someones friends rotting but that can't affect everyone.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **October 30, 2011, 12:37:57 pm**

That amused me :) dont htink my dwarf is particularly tough eather is he? dont belive ive seen his character sheet :P
Good thing she didnt go to ?hospital? prison for long though.

A kitchen might make things better -quality food- or some statues in a garden area.

Why did my brain subtitue prison for hospital?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 30, 2011, 01:46:52 pm**

Karakzon is mighty, oddly enough. Probably all those rocks he's been picking away at. Plus he was wearing armor.

Otherwise, there's a bit of unhappiness in the fort due to the various deaths and whatnot. These are some of the friendliest dwarfs I've ever had; give them even half a second off work and they suddenly sprout a dozen friends. What I'm saying is that things might go south very quickly if we aren't careful. Fun!

Right now it's only about six individual dwarfs who are "unhappy", and only one who is "miserable".

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 30, 2011, 08:41:22 pm**

The Siege Ends:

From the Journals of Abanbrothertreaties:

Well, the siege is over.

YES!

Unfortunately, none of us can claim credit for the thing ending. The goblins just... up and left. Perhaps they weren’t feeling challenged in their roles as murderous invaders?

Still, it wasn’t for lack of effort. Gar’s secret weapon is still under construction, he tells me. But Nix tried digging a series of tunnels to the various dry ponds, the idea being to shoot at the enemy from below.



Instead that damn cave swallow riding goblin shot Shina in the leg.

We did manage to drive the beak wolfs off that way, so all credit to Guy on that. (And boy is he taking it.)



But that’s that. Now we can get to work rebuilding our defenses, burying our dead, and just try to forget that whole thing happened. I mean, it’s got to be a fluke, right? This place can’t be important enough to besiege more than once, right? Right.

.....

Aban put her pen down in its inkwell, and slouched down in her chair. It was eerily silent down in her office, only occasional cries from the goblin they’d dumped in the blood pit could be heard. The fortress was almost empty; everyone else was outside, busy rebuilding.

She almost didn’t hear the screams. Almost. Less than a minute later she was running up the stairs to the meeting hall, where she saw Mormota running the other way. She grabbed the crafter by the shoulder before she could make it past. "What is it now? More goblins? Evil rabbits? Has the queen arrived?"

"No, elves!"

"Elves? But the elves are friendly!." Aban thought that over. "Well, mostly friendly."

"Not these ones!"



((AAAAAAAAAAAAARGH))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **October 30, 2011, 10:48:36 pm**

Because I lack the words for this new siege, I believe I must link a video to show everyone the outcome of the battle. Or part of it at least. <http://www.youtube.com/watch?v=7WHptG35EWU>

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **JacenHanLovesLegos** on **October 31, 2011, 02:41:12 pm**

Which side were we on?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Time Blossom** on **October 31, 2011, 05:23:38 pm**

The losing side. T.T

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **October 31, 2011, 10:33:09 pm**

The Battle for Oceanbridge, Part One: Elves and Elfs and Goblins

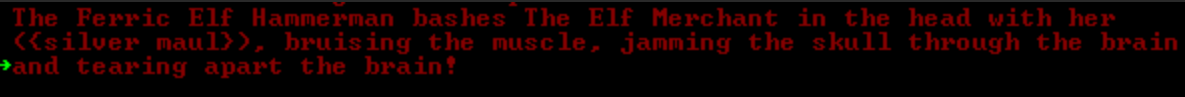
Once more war came to threaten the dwarfs of Oceanbridge, once more they rose as one to defend their home from those who would destroy it.

An army of maniacal elfs, driven mad by their mad way of living, came in the summer. Their leader rode a war Giraffe, a murderous steed. They were ten in number, but they did not come alone,



for the goblins rode with them. Well, when I say they rode, I mean walked, but they did ride in a sense. They came riding *evil*. Yes.

The Soulchopper Derm declared the siege to be the work of the elvish merchants, who had arrived bare moments before. This was proved to be false, as the attackers bore down on the poor merchants with a violence that surprised all who witnessed it.



Person, the mayor, determined that the time for hiding was over, and that they must fight! This was a great relief to all. Waiting around doing nothing was dull.

While the Great Trap was as yet incomplete, the small corridor of traps... was complete. More or less. The elfs and goblins would be drawn down the pathway, and those that did not fall to the traps would face the steel of Oceanbridge. The steel, iron, bronze, and occasional fists of Oceanbridge, to be accurate.

The Battle for Oceanbridge, Part Two: Drownings and Stabbings

The elfs were lured down the corridor easily



and the first of them fell prey to a cage trap, crafted of wood but harder than the silver he bore. The second leapt over the trap, and fell prey to a pond of water. Never one to ignore an enemy, Heavy Weapons Guy dove after his foe, laughing hugely as he landed atop the stunned and drowning elf.



Ignoring the bolts he bore in the quiver on his back, he beat the enemy about the head with his iron crossbow, slaying him, and emerging soaked but triumphant.

Meanwhile, the goblins ran joyfully into the arms of the cage traps. Two survived, only to be split in twain, (or four, rather. Fain?) by Shina, swordsdwarf and maniac.

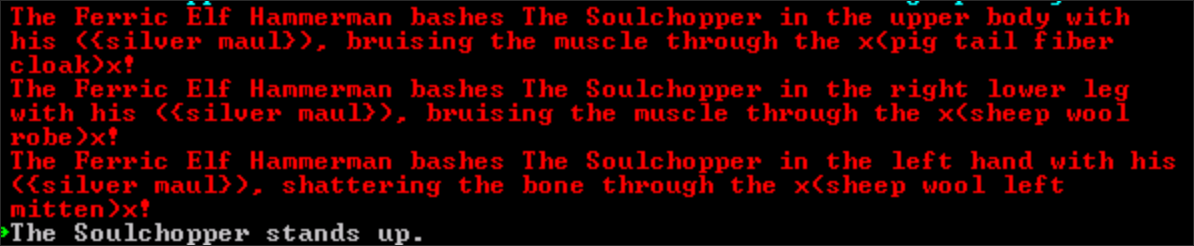
Then came the Giraffe.

The Battle for Oceanbridge, Part Three: Leaf-Eating Death

The traps were exhausted, quivers had been emptied. Still the enemy came. The warriors of Oceanbridge felt no fear, (at least, not that anyone is aware of. Not the kind of thing you admit, really), as they met the elves in battle.



Derm killed one quickly, parting his head from his body and his soul from this world. But then the War Giraffe, murderous bloodthirsty herbivore that it was, knocked the great commander from his feet, and its rider smashed his hand.



But Derm rose undaunted, and furious. He slew them both.

The loss of their leader and his mighty steed broke the elves, and they tried to flee the land that had once thought easy to despoil. They did not succeed, and not one of them escaped with his or her life.



Many had been wounded, including Derm, but none had lost their lives. Victory was once again with the Dwarfs of Oceanbridge.

((well, that went better. Happy Halloween, for those who celebrate it. Enjoy the endless bloodshed.))

Wow, I might just mod crossbows to have the same stats as daggers in close combat so I can pretend that the little guys are pulling out a short blade instead of just rushing in like maniacs. Also, fain? Foain? Fouain? So many vowels, so little comprehensible word. Great job and I'm looking forward to the next update. Hopefully with a completed !!TRAP!!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **November 02, 2011, 09:18:40 am**

nice man.

im guessing derm is still highest on kill list?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Dermonster** on **November 02, 2011, 09:20:50 am**

I damn well better be.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 02, 2011, 11:28:58 am**

WE ARE KILLERS!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 02, 2011, 12:29:57 pm**

Actually the dwarf with the most kills is an unclaimed macedwarf. I don't know how. Derm is second.

Might not update for a couple of days, because I am quite, quite sick. dwarf fortress is pretty hard to make sense of while feverish. It's like "what are all these shapes? Why are they moving around. What do they want from me?"

yeah.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **bayar** on **November 02, 2011, 02:05:29 pm**

I'll claim him then :P

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **+!!scientist!!+** on **November 02, 2011, 03:55:12 pm**

Quote from: varnish on November 02, 2011, 12:29:57 pm
"what are all these shapes? Why are they moving around. What do they want from me?"

sigged

Also, dorf a random doctor please.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **IcepickTrotsky** on **November 02, 2011, 07:27:43 pm**

Well this looks like barrels of fun.

That said... hmm... time to join a community fortress, I think.

I'd like to be a brewer who wants to dabble in speardwarfery. Call him Balnash <whateverlastname>. He is tired of these godsdamn elves in his godsdamn fortress!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ferrus** on **November 02, 2011, 09:00:14 pm**

Great thread! Read through all updates in one session.

If possible I'd like to be dwarfy-fied.
"Ferrus", male, Mason or some kind of smith.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Time Blossom** on **November 02, 2011, 09:50:32 pm**

Ah, sorry to hear that, varnish. Hope you get to feeling better soon!

Also, "Justice With a Side of Brie" is the name of my new band. Or action movie. Or firstborn child. :D

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 03, 2011, 03:49:18 am**

Cool it's moving on. Get well, varnish!

Give pics of Bridge in next updated, better 3d ones.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Roboboy33** on **November 03, 2011, 08:54:23 am**

War giraffe. FTW.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 03, 2011, 10:05:25 am**

((I live! Barely. But here's an update, and big thanks to everyone reading and posting and so on.))

From the Journals of Aban Brothertreaties:

I have officially given up on guessing what will happen next here.

I’m glad the siege is over, of course. And I’m... basically happy to be back working on the bridge. But holy whoever has this been an insane year. And it’s only going to get insaner. (Madder? Crazier? One of those words).

Antymattar has been one of the most reliable people here. He was one of the first migrants, and since he arrived he’s been fishing, and pretty much nothing else. I didn’t even learn his name until recently. That’s how much time he spends fishing. So It was rather surprising when he threw down his net and fishing stick, ran for a masonry shop, and demanded rock bars. Well, what could we do?

‘Antymattar’, Fisherdwarf cancels Sleep: Taken by mood.
‘Antymattar’, Fisherdwarf is taken by a fey mood!

This is what he made.

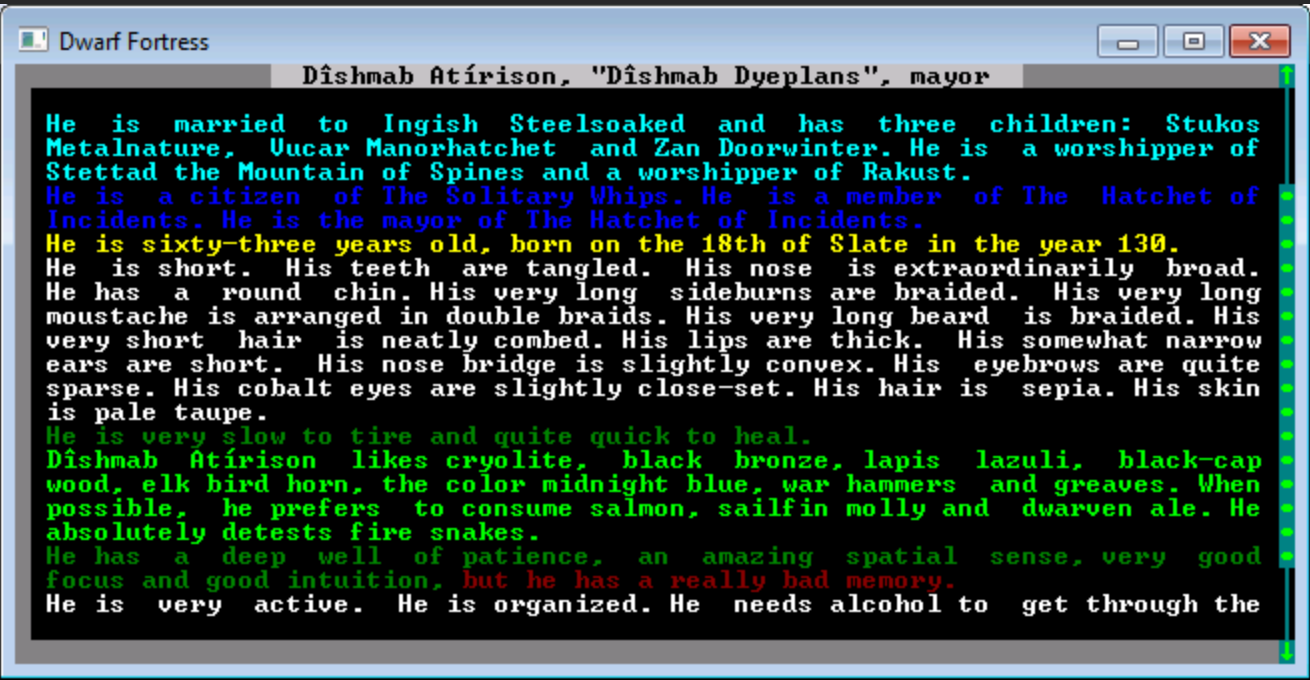
Thalallitez, "The Imperial Sorcerer", a limestone coffin

This is a limestone coffin. All crafts dwarfship is of the highest quality. It is encrusted with white jade, studded with pig iron and decorated with warthog bone and acacia. This object menaces with spikes of limestone, iron and white jade. On the item is an image of a saguaro in limestone. On the item is an image of a cloud in iron.

Ok, I know we’ve had morale problems, but still.

Following that we had an election. Also odd, but Mormota told me that once you hold one, you’re required to hold more. One overy year, even. (How’s that for madness?) Well, I voted for Person, and felt confident that he’d win. He’s done all right, all things considering.

Dishmab Dyeplans won.



Who the hell is Dishmab Dyeplans?

.....

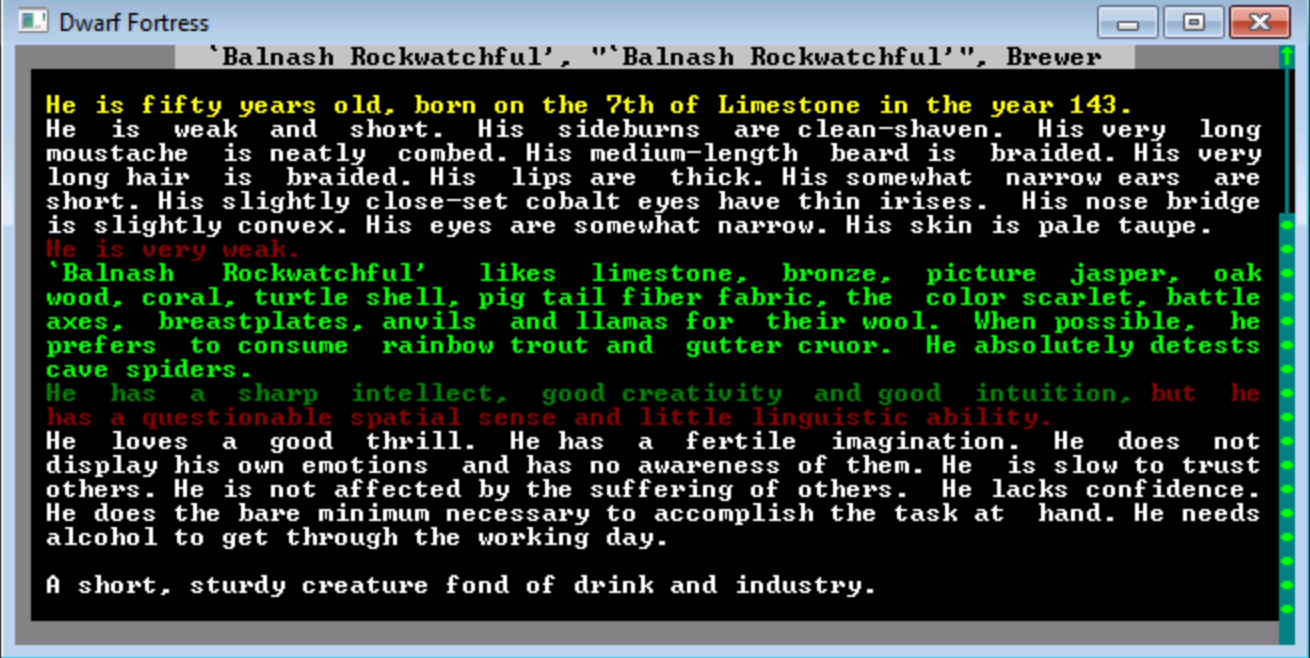
Events Around Oceanbridge, Starring Dwarfs Old and New:

With Derm and half the other soldiers wounded and out for the count, Shina had been placed in charge of training new recruits. She had already placed her own, unique mark on the new soldiers. In this case, literally, by having them branded with a marking of her own design. “It’ll make them more loyal and obedient!” she told anyone who would listen, as they backed away slowly.

After that, Bayar the macedwarf took over training. One of the unsung heroes of Oceanbridge, he’d killed five of the elves, and in previous sieges had smashed in his fair share of skulls.



One of the new recruits was testing his patience by using a spear. “Tell me son, how do you bash in skulls using a pointed stick?”

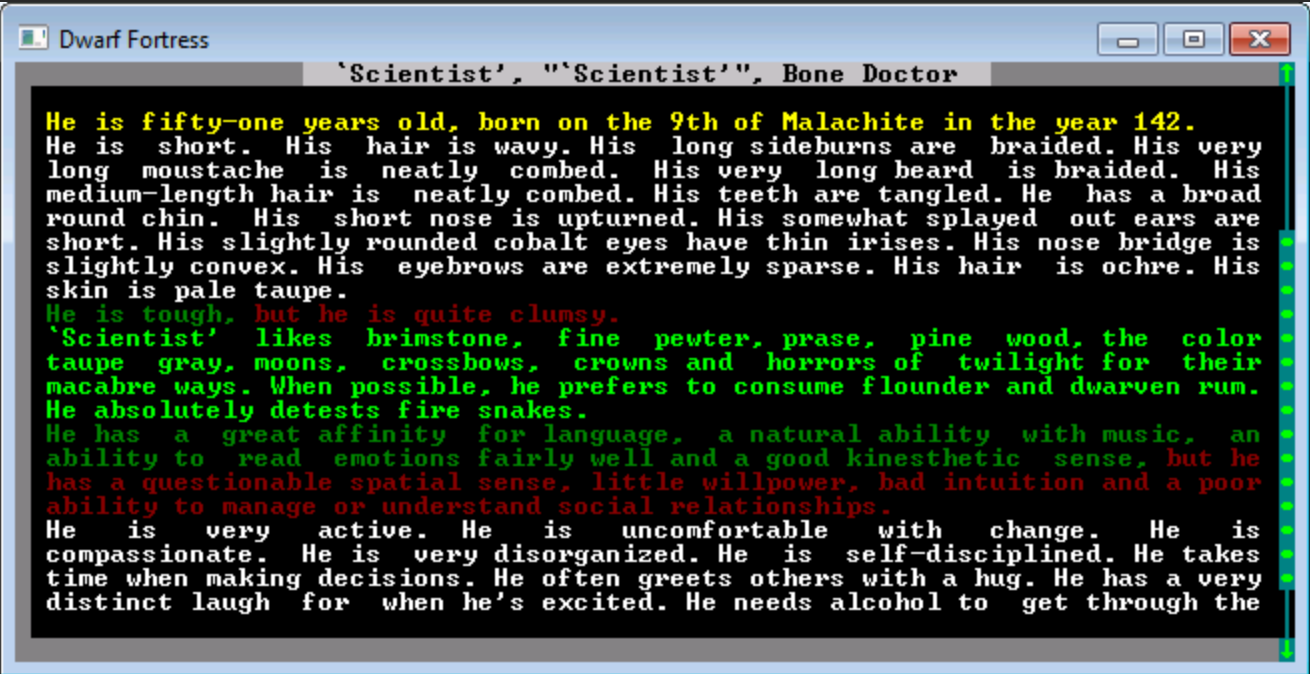


Balnash thought for a moment, then without speaking he turned the spear around and brought the haft down on Bayar’s head.

Fortunately, Bayar was wearing his helmet.

.....

Derm was sick and tired of the hospital, sick of his bed, and sick of not being allowed to do anything. He was a dwarf of action, he told himself. He needed to be up and doing! And the doctor who had been assigned to him... Oh gods, there the man was.



“And how is my favorite patient today!” Trapped in his bed, Derm could do nothing as Scientist moved in for a hug. “There! That’s some of the best medicine I can give you!” He stood back, and then pulled a hammer, a dull needle, and string. “Now for some of the other medicine. Let’s fix that hand!”

((Sorry, Scientist, but when I saw that your dwarf greets people with hugs... well, I couldn’t resist. Anyways, I will get to the other dwarfs and the bridge picture in the next update. Not a lot of energy right now. Also, it just took me eight tries to spell energy right.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Remalle** on **November 03, 2011, 12:29:22 pm**

"The Imperial Sorcerer" is the most badass artifact name I've ever seen. It even sounds good in dwarven. The only way it could be better would be if it was some dwarf's title.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **IcepickTrotsky** on **November 03, 2011, 01:03:03 pm**

Scribblings of Balnash

Mock me for usin' a spear, will'e? Well, best way to keep a goblin knife from stickin' in yer side is to keep 'im at spear's length, that's what I say. I'll show'm when the time comes. In the meantime, there might be some more booze that needs brewin'.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 03, 2011, 01:36:38 pm**

MEDIC IS SPY

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **++!scientist!!+** on **November 03, 2011, 04:18:49 pm**

I... hugged derm?

I forsee me soul being in many pieces in 2 frames.

Although I must say I agree completly with my dwarf self when it comes to horrors of twillight.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 04, 2011, 12:40:26 pm**

((A very short update. Busy, still a bit sick.))

Late Summer 194:

“So we’ve got a deal?”

“Yes, Brothertreaties. Ten limestone mugs for ten barrels of spirits, various; twenty-five logs, pine; six weapons, iron; and two bars of metal, bronze.”

“I have to ask... why do you buy so many mugs? I mean, they’re... well, they don’t seem like they would be worth all that much.”

The merchant shrugged. “To you and me, no. But the tourists love `em.”

“What?”

His possible explanation was interrupted by shouts and the sound of cage traps being sprung. (A sort of woody, “sproing” sound). “Oh, damn it. Another ambush!”



The first group of goblins had come, or tried to come through the front gate of Oceanbridge, not far from where Aban and the merchant were talking. Their defenses had improved since the last attack, though, and every single goblin fell to a cage trap.

Before Aban could breathe a sigh of relief (the appropriate thing to do, she thought), Heavy Weapons Guy, who was on patrol, shouted “Six more of the bastards to the north! Leave them to me!”

The merchant watched with interest. “Ah, one of the famous dwarf marksmen! I’ve always wanted to see them in action.”

Aban peered out the where the fight was starting. “ Oh various gods... You might not get a chance! Guy, you forgot your bolts again! You’ve got to... never mind.”

The Marksdwaf bashes The Goblin Axeman in the left foot with his <<iron crossbow>>, fracturing the bone through the <<giant mole leather sandal>>!
The Goblin Axeman falls over.
The Goblin Axeman gives in to pain.
The Marksdwaf bashes The Goblin Axeman in the head with his <<iron crossbow>>, bruising the muscle, jamming the skull through the brain and tearing apart the brain!

It didn’t seem to matter, as it worked out. Three goblins survived Guy’s attack, but only by running away as fast as their narrow little legs would carry them.

Next: Mandates, Blackmsiths, and Hungry Heads

((A little fact: while I know that Heavy Weapons Guy is from Team Fortress 2, I've never actually played that game. Which is why I haven't referenced it much.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 04, 2011, 12:58:39 pm**

I see, well most of what I say is one of his quotes. But anyways, hes just caving in skulls with his crossbow. You might wanna give him some arrows though..

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **November 04, 2011, 07:02:31 pm**

I wonder if he had fired a single bolt. Maybe it's time to give him some heavy weapon, you know, heavy as a hammer ;)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 04, 2011, 10:16:52 pm**

((that's an idea. We do have one artifact hammer... Anyway, another quick update, because I forgot to introduce Ferrus!))

Oceanbridge Has a Cards Night:

Turk, Nerev, Kogut, and the new blacksmith Ferrus were sitting around a table near the smelters, setting up for the weekly metalsmith card game, when Person came down the stairs.

Kogut waved. “Here he is, the former mayor, himself. Pull up a chair, Person, and we’ll deal you in.”

“No time.” Person looked annoyed. “Like you said, we’ve got a new mayor, and he’s a man with plans.” He pulled a roll of paper out of his apron and dropped it on the table. “Mandate. Three black bronze items.”

Mandates: Make black bronze items <3/3>

Turk stared. “Black bronze? Have we even got any black bronze?”

Person shrugged. “Aban will probably know that. Either way, it’s up to us to fulfill his wishes. Shall we draw straws to see who gets stuck with the job?”

“Better yet”, Kogut said “We’ll deal cards.” He shuffled the deck (a bit difficult, as the cards were made out of sheets of limestone, but Kogut was an old pro) and dealt out five cards to each of them.

“Let’s see... that’s a pair of Clouds for Nerev, a Spirit of Flame high for Ferrus, a run of Severed Hands for Person, a pair of Forgotten Beasts for Turk, and I’ve got... a Rakust the Terrible, Striking Down a Dwarf high. Looks like you lose, Ferrus. Sorry.”

“Wait, I thought Spirit of Flame was higher than Rakust... right?”

“Don’t be ridiculous.” Kogut gathered up the cards and began shuffling again. “I do wonder if we really should have based the card values off of Aussie Evil’s engravings. Too late now, I guess.” He dealt out another hand. Ferrus grumbled and began the long walk up to the

storeroom.

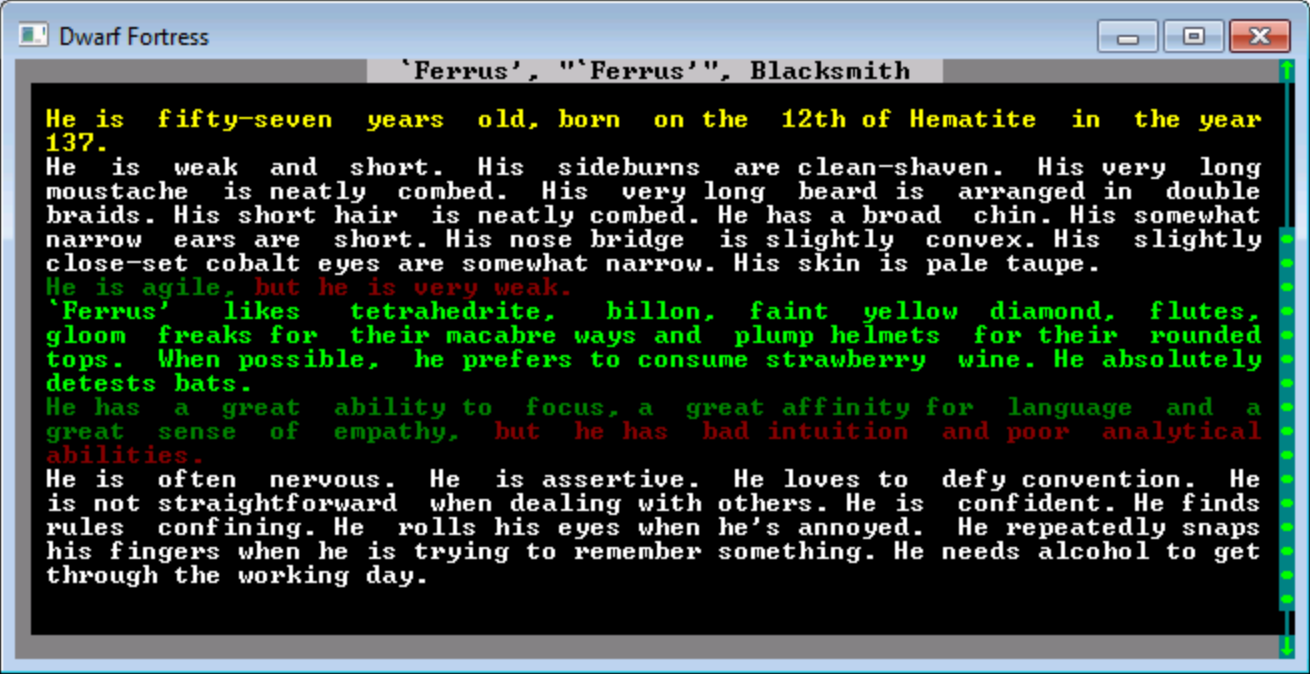
.....

On his way up the the storerooms, Ferrus and a fish dissector were attacked by something they could only describe as “a flying head, but see, it looked *hungry*”.

Reg Dakostögreg, Fish Dissector cancels Construct Building: Interrupted by Hungry Head.
The dwarves suspended the construction of Wall.

Bayar was fortunately on hand to dispatch the thing, and crushed it into an unrecognizable pulp, leaving little clue as to what it actually was.

Ferrus:
[Spoiler](#) (click to show/hide)



Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **aussieevil** on **November 05, 2011, 01:28:44 am**

I just realized that I worship the god of death. What's the other deity I worship, though?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ferrus** on **November 05, 2011, 07:57:19 am**

Speaking of gods, maybe you could take stock of the gods worshipped throughout the fortress? So far it looks like a LOT of dwarves are in a freaking death cult. This might serve as an interesting twist.

Edit: Wow, I actually share some traits with my dwarf IRL. :o

Edit²: I foresee a sound lashing and/or some days in prison for my dwarf.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 05, 2011, 10:51:19 am**

((Rakust does have a lot of worshipers, it's true. Here is a list of named dwarfs and who they worship.

Gods of Oceanbridge

Rakust - Skeletal male dwarf, associated with death.
Steddad the Mountain of Spines - male dwarf, mountains and wealth.
Tholtig - Female dwarf, fortresses.
Atir - male dwarf, night and jewels.
Datan - male dwarf, earth
Bisol Cherishedright - female dwarf, generosity

Nix – Rakust, Steddad
Karakzon – Rakust
Derm – Tholtig
Aussie Evil – Rakust, Tholtig
Antymattar – Rakust, Steddad
Alkhemia – Tholtig, Datan
Gary Featherlog – Steddad
Ishar – Rakust, Steddad
Nerev – Bisol, Rakust
Ferrus – Rakust, Bisol
HWG – Steddad, Atir
Person – Tholtig, Atir
Koguy – Bisol, Datan
Remalle – Datan, Rakust
Bayar – Tholtig, Rakust
Shina – Tholtig, Bisol
Mormota – Datan, Bisol
Hamlet – Atir, Rakust
Turk - Tholtig, Bisol
Di – Datan, Atir
Jacen – Tholtig
Gar – Steddad, Bisol
Scientist – Bisol, Atir
Aban – Datan
Anderz – Rakust
Balnash – Datan

Rakust – 11, Steddad – 6 Atir – 5 Tholtig – 8 Bisol – 8 Datan - 6

I find it interesting that several dwarfs see no problem worshipping both the god of death and the god of generosity. Update coming later today.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **aussieevil** on **November 05, 2011, 11:46:49 am**

I see it that Rakust acts as a psychopomp, releasing the souls of the dead from their torment. Of course, he gets really angry if he doesn't make his monthly quota.

Also, I like to think the image of Rakust striking down a dwarf was made after my guy had an encounter with some mussels.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **bayar** on **November 05, 2011, 11:48:32 am**

Quote from: varnish on November 04, 2011, 10:16:52 pm

Bayar was fortunately on hand to dispatch the thing, and crushed it into an unrecognizable pulp, leaving little clue as to what it actually was.

It was moving. I fixed that.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **November 05, 2011, 01:42:34 pm**

Do I still have that one kill, and that's it, nothing interesting since then?

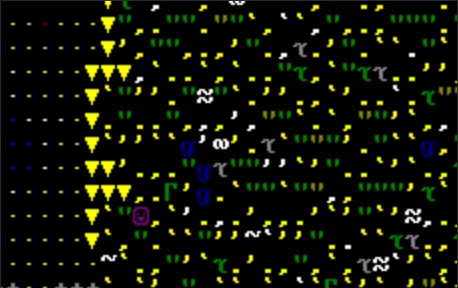
Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 05, 2011, 04:14:29 pm**

((nothing yet, Ishar. Your guy is actually always late for fights. Otherwise he hangs out by the archery range))

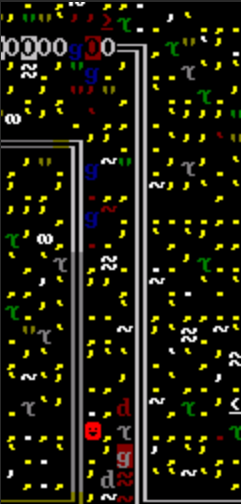
From the Journals of Aban Brothertreaties, Early Autumn, 194:

Well, when it rains, it causes a massive storm that utterly destroys everything you ever knew. (And it pours, too.)

We had another ambush. The new mayor was out there, looking over the bridge when the goblins found him.



Apparently they had axes, so what they did to him wasn't too pretty. (Imagine that. Except that I would rather not). Derm managed to rally some soldiers who weren't down wounded from the various other fights, and fought the things off.



So, good! But he got a broken arm in the process. Two others wounded as well. So, less good.

And Scientist told me that the doctors are so overwhelmed that they can't take care of everyone as well as they should. One of the soldiers died from an infection.

→**Olin Stinthädsoloz, Hammerdwarf has succumbed to infection.**

Sheesh. A few years back I might have asked "can it get any worse?" I'm not going to ask that now.

We have a new mayor. Lokum Gemkiss. No, I don't know him.

.....

Next: Misery, Madness, and a Visit from the Gods.

((lot of unhappy dwarfs right now.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 06, 2011, 03:25:55 am**

Let unhappies play at the shore, that will cheer them up! =)

Also, speaking of gods... we need one high-skilled worshipper of each god, to make masterwork statues of each. This pantheon must be placed at Bridge's borders.

Don't let those greenies interrupt our project!!! More traps for them!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **November 06, 2011, 09:07:41 am**

Quote from: varnish on November 05, 2011, 10:51:19 am
Tholtig - Female dwarf, fortresses.
Looks like that Tholtig Cryptbrain the legendary warrior queen of dwarves has earned to be the goddess in this realm.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **November 06, 2011, 01:38:51 pm**

Tholtig - Female dwarf, fortresses
This should be enshrined as bay12 lore in my eyes.

anyways:
you could see about trying to make an indoor harbour of some kind so you can make the dwarves enjoy the waves wile in their dinning room :P

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ferrus** on **November 06, 2011, 06:41:56 pm**

As far as I'm aware, mist generated from waves doesn't actually cause positive thoughts.

Or at least it didn't the last time I tried.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Time Blossom** on **November 06, 2011, 11:46:48 pm**

It would probably be more or less evened out by the drowning.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 07, 2011, 02:26:25 am**

Quote from: Ferrus on November 06, 2011, 06:41:56 pm
As far as I'm aware, mist generated from waves doesn't actually cause positive thoughts.
Or at least it didn't the last time I tried.
At least bloodstains after tantrum fights will be washed away...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 07, 2011, 01:23:07 pm**

((is this update too text heavy?))

More Justice, More Cheese:

The trouble always seemed to start in the old dining room, Nix noticed. He and Karakzon were enjoying some of the new drinks that had been "liberated" from the abandoned elf caravan when the cook Sakzul... lost his temper.

Specifically, he lost it on one of his assistants, bashing him in the face with a cast-iron frying pan. While the loud "clong" it made was somewhat amusing, the assistant cook's broken lip and shattered nose were not.

"How many times do I have to tell you, you got to form the plump helmets into *pleasing cake*! How godsdamned hard is it to" His rant was interrupted by a tap on the shoulder.

Hamlet was standing behind him. "Hi. I just want to say that I really enjoy your work, especially that thing you do where you get that perfect layer of browned cheese over the soup. That's a delight, really. Also, I'm sorry about this." She then punched him square in the gut. Sakzul doubled over, then fell on the floor, dropping his pan.

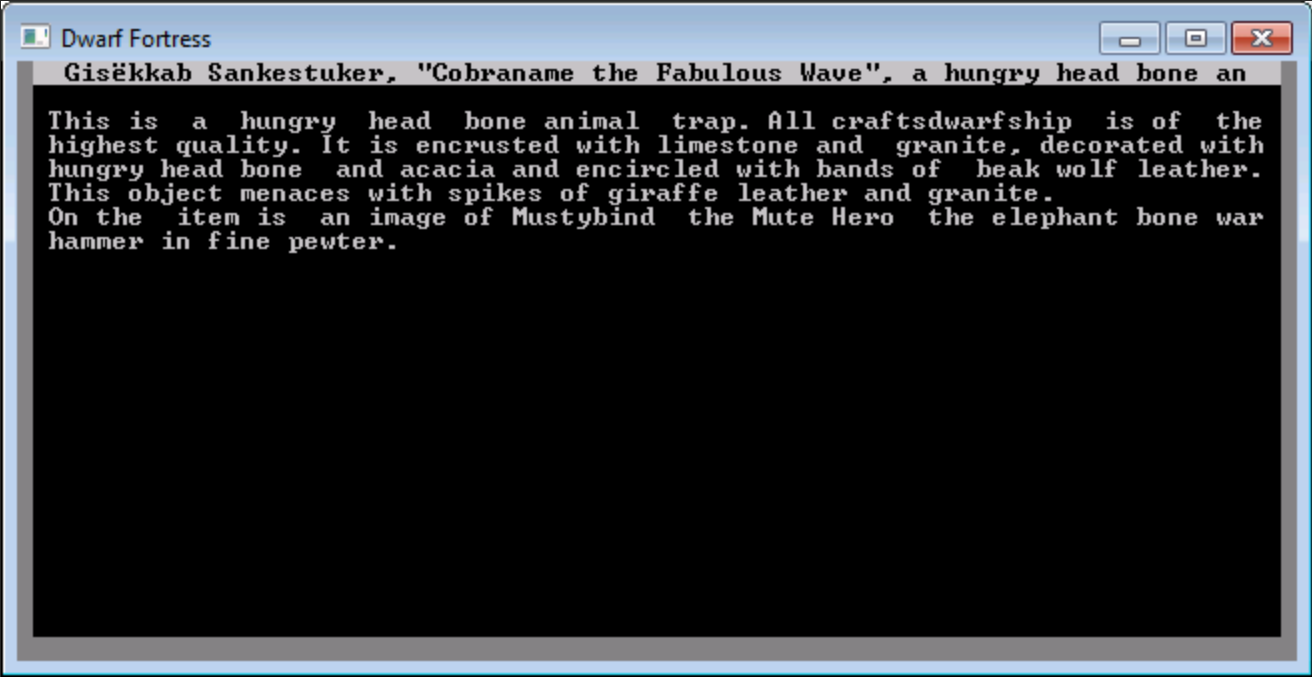
S&akzul Roldetheral, Cook	Disorderly Conduct.
	Injured Party: Erush Athelnish, Cheese I

"Believe me, this hurts me... well, not much. But I want you to know that I'll miss your cooking, and that I hope you recover quickly." She kicked him hard in the chest.

Nix turned away from the beating and watched as the assistant was helped away, draining his mug. "I think I'd like to get back to work, Karakzon. How about you?" Karakzon nodded.

.....

In the following weeks, another recruited died from an infection. One of the bonecarvers hid himself away in a craft shop, emerging with an oddly shaped animal trap crafted from even stranger bones. Most agreed that it was a message from the gods, but which god and what the message meant, no one could agree.



.....

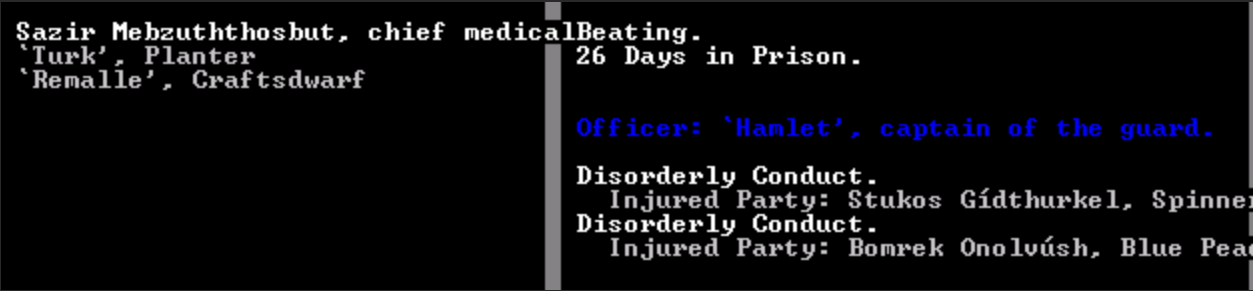
The sign in the dining room had read "Important Meeting of the Fortress Elders Tonight. Location: The Office of the Mayor. As the sign hadn't bothered to define just who qualified as a "Fortress Elder", the room had become rather packed.

The new mayor, Lokum Gemkiss was small, even for a dwarf. He was also immaculately dressed in a fine silk suit that gleamed in the torchlight. Most of the dwarfs present only vaguely recognized him, usually as “just some guy who’s around a lot. You know. He’s a nice guy, I think.” The few who knew him better knew him as a soft spoken, friendly man, a little shy around crowds, maybe. But he spoke quite clearly over the nervous chatter of this crowd.

“Thank you all for coming! Let me just say that it is *wonderful* to see you all here, especially our dear founders.” He gave a friendly wave to Gar and Aban, “Lovely to see you both, and your two sons as well.”

Gar shrugged, and Aban looked around, puzzled, until she remembered that her sons had followed her in. Or at least some children had followed her, and she was fairly sure they were hers.

Lokum turned his dazzling smile and suit on Turk, Nix, and Karakzon. “And, of course, the miners! I think it no small compliment to say that we would not even be here were it not for you two. And as for our metalsmiths, well! I think I need hardly mention the enormous debt we owe you.” Next he singled out Heavy Weapons Guy, Derm, Cilob and Bayar. “Our brave soldiers!” His face become serious almost instantly. “I was deeply sorrowed to hear about the loss of one of your comrades recently. Rest assured that I have spoken with the chief doctor, and he has told me that we shall not lose another to such an infection.



"And, as I mention our doctors..."

And on he went, the wave of compliments washing over everyone. Lokum even found a few words for Jacen the soapmaker. “- without whom we would not be nearly so clean.”

Gar didn't trust a word of what was being said, but was beginning to think he was alone in feeling suspicious. Looking around, it seemed as though every one else was either relieved or happy. Clearing his throat, he said “All this is good. We’re wonderful people. I get it. But why did you call us in here?”

Lokum beamed at him. “An excellent question, Gar! While I do feel that it is important to reiterate just how marvelously we’ve all done since arriving on this blessed Island, there are a few other matters. First, I am officially promoting Nix and Karakzon to Head Engineers in charge of Housing Development.”

Nix raised his hand “What does that mean?”

“You are in charge of building of our new rooms, naturally. We’ve been living in those poky little sand hovels for far too long. While the exact specifications of the scheme will be left up the Head Engineers, I feel that a four by four chamber with cabinet, chest, and well crafted bed may be a good starter unit. And our more established members may be eligible for something greater!”

Gar found himself nodding in spite of his cynicism. Well, it was reasonable. They *did* need new bedrooms.

“I also feel that a waterfall, or something of that nature may just what is needed to accentuate our already fine dining room. This would be left up to our Head Architect, Gar, and the chief Water Engineers Nerev, Alkhemia, and Di. I'm sure we can all trust them to help improve the overall mood of our home, which I will admit had suffered in some small respects.”

Now Remalle spoke up. “What about the crafters? Do we get anything special?”

“I am so very glad that you asked that, Remalle! As head of the Project for the Beautification of Oceanbridge, the fine details of that will be left up to you. But I have the fullest confidence in your abilities!”

Lokum was still smiling as he opened a drawer in the desk and held up a small sheet of paper. “One final little item. Our dear queen, whom I am privileged to represent in our local government here, is, as you know, a firm worshiper of Tholtig. So, as a favor to her and myself, of course, it would be appropriate if the worship of some of those other lesser gods, important as they may be in their own circles, would cease, for the time being.”

It took the gathered dwarfs a few minutes to get through the maze of words to the meaning at the center. It was Aban that spoke. “Wait... so are you saying we can’t follow our own religions?”

Lokum laughed; a rich, genuine laugh. “Oh, no no! You are, of course, free to worship in whatever way you see fit! She simply suggests that you do not worship those gods that our queen has deemed... unfit for dwarfs. In particular Rakust, who I am sure you would all agree is hardly an appropriate god for these times. But no one is required to follow these orders, naturally. Though I do not think anyone will protest if we remove a few of those statues and engravings of gods that may be... objectionable to some.” He began to speak louder to make himself heard over the muttering. “That is all for now! I’m sure I can meet with you all one by one should you have any questions, but for now, you are all dismissed!”

The meeting broke up eventually, hastened by the arrival of several very large dwarfs who stood by the door and motioned, very pointedly, for everyone to leave.

((things might be happening. stick around.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **November 07, 2011, 01:53:47 pm**

Request to step up my millatery trainning a bit more.
Any who would aha 'punish' Karakzon or any other miner for his choice in worship will soon learn why picks arnt to be nose-turned up at.
my personal freinds more so.

All else fails just put in an offical request to make a shrine/minor temple to the other gods away from the main fortress in a pocket underground somewere -with some muddy bits, a water source and ability to seal itself off from the other dwarves not in the offical plans, incase anyone decides those in the shrine should stay their indefinatly.

Journal Of Karakzon:

Some barechined Beardling lapdog of the queen was put in charge a wile ago, well, we found out his plan today. I dont know why their targetting our personal religious rights, but when your a miner, you give all the prayers you can in the hopes that the god of death dosent come to claim you with a few hundred tones of stone on your head, firedamp, magma, cave critters and in this place, aquifyer caused drowning. I wont be openly opposed to anything the fool trys on me, but if he harms any of the miners over this hes going to learn why we stick together durng dangerous, cave in prone digs. Ill put in an offical request to see if we can side step this, but im not hopefull, he seems to be the kind to follow the queen to the letter by the looks of those hired thugs who came with the last trade caravan. And be enthusiastic besides. Still, we shall see.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ferrus** on **November 07, 2011, 06:10:34 pm**

I really like the way you portrait dwarven families. Both children AND parents mostly oblivious to each other. Just like it is in game terms.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 08, 2011, 01:45:06 am**

I think, it's recklessly for the queen to offense Rakust for Thotlig's pleasure... after all, we're going to become Mountainhome soon, and queen will arrive, and who knows the ways of god's vengeance...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **JacenHanLovesLegos** on **November 08, 2011, 11:01:35 am**

SOAP! I MUST MAKE SOAP! BWAHAHAHAHA!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **IcepickTrosky** on **November 08, 2011, 11:19:58 am**

Balnash's Scribbles

I got new fixed feelings 'bout the new Mayor. I didn' vote for 'im, but the promise of larger, newer rooms sounds pretty good. On the topic o' religion, don't get me wrong, Tholtig's a fine deity, worthy o'worship, but she isn' my partic'lar choice. On t'other hand, worshippin' a deity o'death is a bit off in me own eye, much better to be worshippin' somethin' more solid behind life, like the earth.

But he did say we could worship whoever and however we want... I'm guessin' we'll see.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Time Blossom** on **November 08, 2011, 01:03:03 pm**

Quote from: peregarrett on November 08, 2011, 01:45:06 am

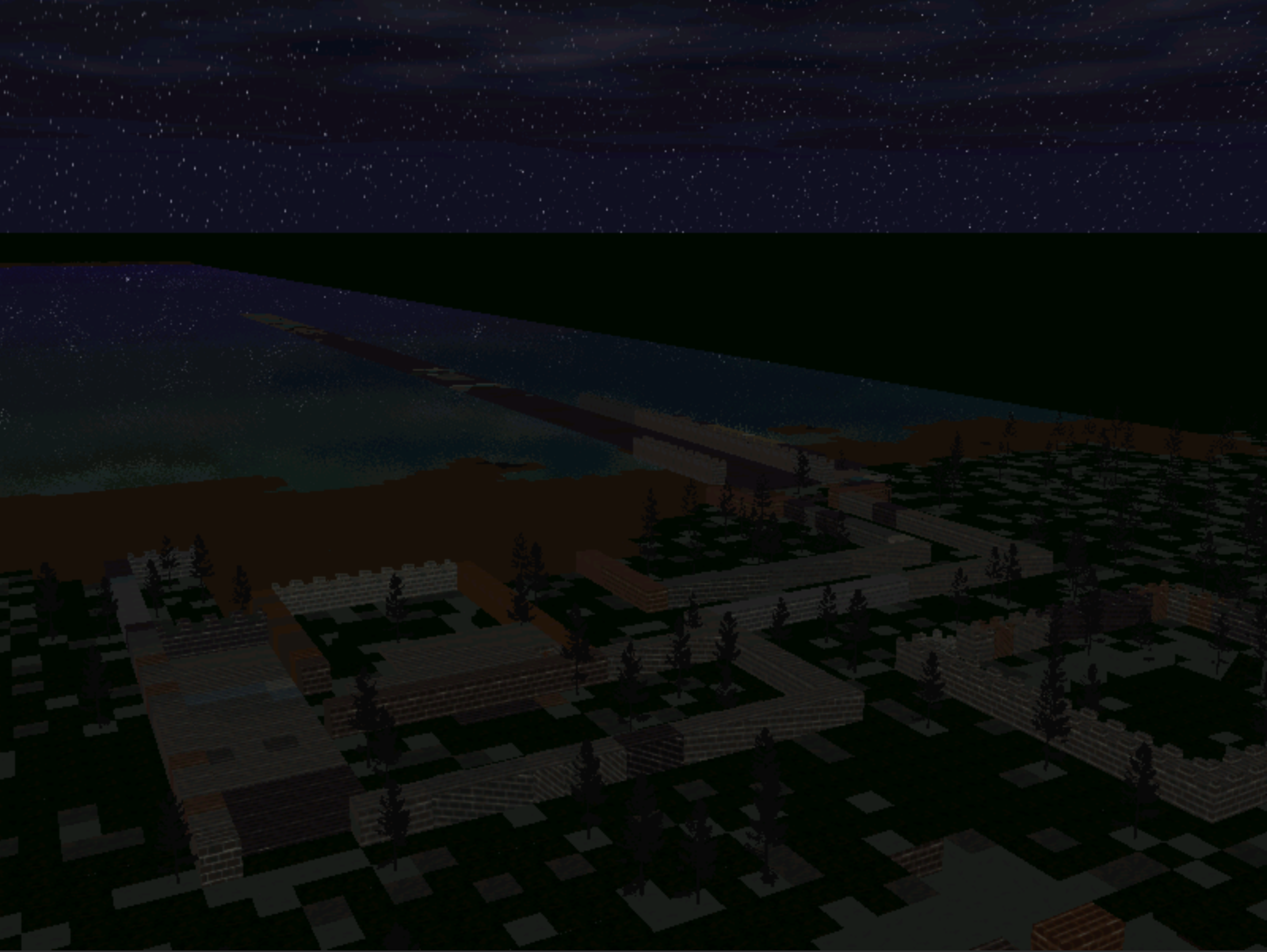
who knows the ways of god's vengeance...

I'd raise my hand, but I need it to pull the lever. :P

Also, gotta watch that temper, Sakzul. Cheese Maker solidarity, don'tcha know.
Stay solid, Erush; Big Sis Hamlet has your back. ***briefist***

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 08, 2011, 04:54:45 pm**

((No time for an update right now, but here is a small 3D picture of the fort.



The picture depresses me.

In good news, the magma pump stack is on its way to completion. I hope.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **bayar** on **November 08, 2011, 04:57:51 pm**

How can you have a fortress without death ? How are we supposed to kill off invaders if the god of death is not helping us ?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 08, 2011, 09:28:02 pm**

I RETURN!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 08, 2011, 09:50:30 pm**

((so I see!))

An Incident in Oceanbridge: Early Winter 194

The Ettin Aka Ongumsuslem Sokröx Naza has come! A giant humanoid monster with two heads.

Aka Flutepetal the Strength of Canyons didn’t know where they were, or why they had come there. All they knew was that there had been a strange, buzzing sort of feeling in their heads, and so they had followed that feeling, arguing all the way. Ettins were confused creatures under normal circumstances, as having two heads with starkly contrasting personalities and personal philosophies would cause anyone trouble.

Aka Ongumsuslem Sokröx Naza, "Aka Flutepetal the Strength of Canyons"
Aka Flutepetal the Strength of Canyons was a ettin. He was one of the first of his kind. Aka was associated with strength and speech.

They could agree on one thing, however: Killing dwarfs was a good time. And so when saw the walls of Oceanbridge, they stopped arguing about the nature of suffering, and got down to causing some.

They did not figure on Gar’s patented “One Size Fits All Collapsible Cage Traps”. Just how a creature the size of an Ettin could fit inside a small wooden cage was a knotty problem indeed, and one that Aka Flutepetal the Strength of Canyons would have quite a lot of time to spend unraveling.

Weight: 82051 Basic Value: 30*
Contents:
Aka Ongumsuslem Sokröx Naza, Ettin

Most of the dwarfs, distracted as they were by other matters, hardly even noticed that they had just been attacked.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 08, 2011, 10:01:20 pm**

When the next dwarven caravan comes, ship him off to the Motherland. Or use him in the arena!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 09, 2011, 01:08:08 am**

Better the second. Because first would result in bloody chaos.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **November 09, 2011, 03:56:03 am**

Quote from: peregarrett on November 09, 2011, 01:08:08 am
Better the second. Because first would result in bloody chaos.

And that would be a bad thing because...?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 09, 2011, 03:57:08 am**

Quote from: Ishar on November 09, 2011, 03:56:03 am
Quote from: peregarrett on November 09, 2011, 01:08:08 am
Better the second. Because first would result in bloody chaos.
And that would be a bad thing because...?

Because we'll have to clean all that mess and delay the completion of Bridge!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 09, 2011, 08:16:45 am**

The bridge must not be delayed!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 09, 2011, 11:16:44 am**

So... In other news, the entire fortress might be a bit doomed, due to a mistake I made. How do people feel about that? Should I power on through regardless, as I have been doing, or... finesse things a little bit?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **November 09, 2011, 11:25:26 am**

Let me guess? something about confusing magma pumpstack and mist generator plans together? While I realize that my dwarf is one of the first who might encounter consequences of this, I say carry on.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Kogut** on **November 09, 2011, 01:07:07 pm**

Reclaim!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 09, 2011, 02:19:28 pm**

Quote from: varnish on November 09, 2011, 11:16:44 am
So... In other news, the entire fortress might be a bit doomed, due to a mistake I made. How do people feel about that? Should I power on through regardless, as I have been doing, or... finesse things a little bit?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **November 09, 2011, 02:22:08 pm**

Meh, what's the worst that could happen?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 09, 2011, 06:44:48 pm**

((Well, it wasn't as bad as I expected. Sorry.))

Mid-Winter, 194:

Aban had retreated to her office after the meeting, and had stayed there for weeks, updating various stockpile records. Unfortunately, the new mayor knew that she was there. He'd been sending her memos. He wanted to know when the "removal" of "idols" would start, and if she could draft up and order to "scrape out" some of the "more inappropriate murals". He was so aggressively polite about it that it was infuriating.

She'd just made a rather nice, orderly pile of the memos when Karakzon walked in.

"So is this new idiot really going to go through with this? Try to stop us worshipin' our own gods, and everything?"

Aban sighed, and put a bit of fuel into the brazier that helped light her office. "I have received orders, yes. And - "

Karakzon slammed his pick into the ground, and shouted, "So you're just going to do what he says? Just roll over and take it? You've got no damn spine, Aban. You've got as much backbone as one of those flying head things!"

Aban glared at him. "AND, as I was saying, I did receive the orders. But I seem to have misplaced them." She inclined her head toward the brazier, which was burning merrily. The stack of memos was gone. "It's a damn shame, but I guess that means that no one will get the orders to destroy the statues."

"What? What are you goin' on about... Oh." He looked at the fire, and then smiled slightly. "That is a shame." He shook his head. "Not going to solve everything though, not forever. Sooner or later he's going to ask where all his little paper notes went."

"Yes, I mean, I know that. And we'll... do something about it then. But until then..."

"Yeah, sure. Good to know you're on the right side, at least." Karakzon shouldered his pick, and with a nod, left the room.

The right side... whatever that means, Aban thought. "And I do have backbone! It's my job on the line, after all!" Aban called out after him. "I've got as much spine as a giraffe, at least! Wait, that sounded odd." She looked around the corner, but Karakzon didn't seem to have noticed.

.....

Late Winter, 194 - Emergency in Oceanbridge Part One:

And so the winter of 194 rolled on, in a rather dull fashion. There was some idle talk about "dealing with" the mayor, but the months passed and nothing much happened. New bedrooms were dug out, (though only 15 completed and assigned), the ettin had been placed in the now finished arena (Lokum was promising a great show), and the bridge was still being built.

Winter in Oceanbridge tended to be a lot like autumn, which in turn bore a striking resemblance to summer, and so on. It might rain slightly more often, but most days passed in a haze of dreary tropical heat. The sieges and ambushes had ended, the dead mourned (usually by getting drunk and breaking something), and forgotten (usually due to the aforementioned drinking.) It was a warm and busy winter.

So, when Antymattar walked out to his favorite fishing spot, and saw frost on the sand, he knew something odd was happening. A second later, he saw what it was.

There were about fifteen of them, Antymattar realized, all staring at him. Well, staring wasn't the right word, he thought (while thinking that it was amazing he was thinking so clearly while looking terror in the face). Huge eyeless goat men shouldn't be able to stare, but these ones were trying.



One of them began to walk, very slowly towards him, freezing air moving ahead of it.

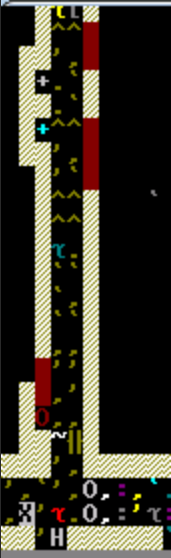
Since, you're thinking so well, Anytmattar thought, why not think about running? It was a good thought, and he listened to it.



The Secret Weapon (Will Never Get Used)

"You sure this is going to work, Gar?" Nerev asked, breathing heavily as he tried to keep up.

Gar was racing ahead of him, pulling levers as he went. "Positive! I've tested and retested this thing. Once they reach the trap line, we get the pumps going down here..." he pointed to his schematic, "They pump water into the trap corridor. From there we've got the choice of either drowning the monsters right there, or pushing `em into the ocean, where they drown."



They both stopped when they heard the screams coming from the surface. “Suppose...” Nerev started. “Suppose someone forgot to throw the lever for the gate on the surface, and they got in...What then?”

“Well, the traps up there should take care of most of them.”

“And if they don’t?”

“Then we run like hell. Again.”

Meanwhile, Up Above:

Person had watched the bizzare goat monsters from the bridge as they’d first appeared, and watched as Antymattar ran for the safety of the fortress. He’d given the order to the rest of the workers to evacuate to the underground, and watched as they all made it to safety.

And then he watched as the gate, Oceanbridge’s primary entrance, and its first line of defense, failed to close.



He watched, and saw the creatures walk over the line of traps without triggering a single one, pausing only to mechanically butcher a woodcutter and her child.

The Putrid Blendec Swordsman stabs The Dwarven Child in the lower body with his <<bismuth bronze scimitar>>, shattering the bone and tearing apart the left kidney!
A ligament has been torn and a tendon has been torn!

He made it to safety himself, just barely. But he saw everything.

The Upper Fortress Falls:

Lokum gave the orders quickly, and followed the dwarfs he’d given them to in order to make sure they were carried out. The upper levels were to be sealed off. No, it didn’t matter who was up there. No, not even if it was someone they knew;



they had to consider the good of the whole fortress.

It worked, basically. For most people, that is.



Next: A few deaths never hurt anyone.

((Drama! Excitement! But only small amounts of them.))

Stand on point, stupid.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Shinotsa** on **November 09, 2011, 09:28:39 pm**

Excitedly waiting to see the carnage of the next update. When part two comes out will you attach a death toll to it?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 10, 2011, 05:58:02 am**

Also, AN ARMY OF CAPRA DEMONS! NOOOOOO!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **ansontan2000** on **November 10, 2011, 06:59:42 am**

Also necro has infected me lol,

MAGMAAAAAAAAAAAAAAAAAAAAAAAAAAAAA!!!!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **November 10, 2011, 08:54:25 am**

No catapult shooting again, oh well.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 10, 2011, 11:07:39 am**

((how many mistakes can I make? A lot.))

Emergency in Oceanbridge, Part Two: A Series of Plans

Derm was pacing back and forth in barracks, ranting. “When are we going to do something about this damn siege? I’m sick of being trapped down here. It’s not right, not the dwarf thing to do. This new mayor is an even bigger coward than Person!”

Shina stood up dramatically, waving her sword (and nearly decapitating Bayar while doing so), “Fear not, my brave commander! I have a cunning plan that will get us out of this mess.”

Derm gave her a suspicious look. “And what is that, Shina, I ask with a distinct sense of apprehension?”

“Well, you see this lever? The one that’s attached to all the monster cages up in the arena?”

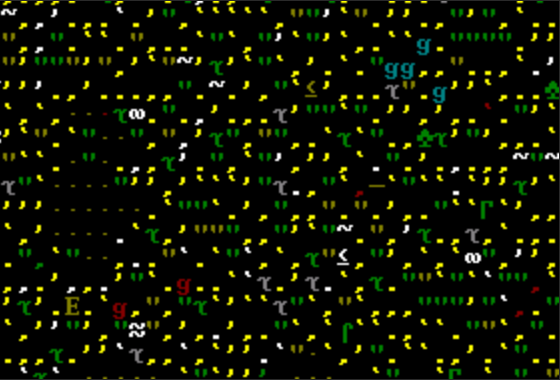
"Yes? The one marked, do not pull, under any circumstances?"

Shina nodded, and pulled the lever.

Up above, Aka Flutepetal watched in amazement as the bar holding them in fell away.



By now, they were so infuriated that they wanted to kill the first thing they saw, which turned out to be the formerly caged goblins. The goblins saw the Ettin, shrieked, and ran. With a pair of happy roars, Aka gave chase.



They were disappointed when they ran into the pair of ambush squads that had just arrived, and even more disappointed when the goblins refused to run. Instead, they just hacked Aka to pieces.

The undead goat men failed to even notice, as they were far too busy chasing a sheep around the fortress halls.

Kumil Istbarcog, Ram <Tame> has bled to death.

“Shina, if you ever have a plan again, I am going to beat you to death with a bundle of sticks.”

.....

While that was going on, Remalle was being attacked by a troll.



When the soldiers finally made it down to the lower levels, the troll had already entertained itself by breaking most of Remalle’s limbs, repeatedly,

upper arm!
The Troll bends The Craftsdwarf’s right upper arm with The Troll’s right upper arm, tearing apart the right shoulder’s cartilage!
A ligament in the right shoulder has been torn and a tendon has been torn!

and was now trying to choke the life out of him. Cilob arrived first, and quickly lined up her crossbow and fired, or tried to. She realized too late that she had forgotten to bring bolts.

Dear Gods, she thought, I’ve just pulled a HWG. Well, in that case... She hefted her crossbow like a club and ran in screaming.

The Troll strangles The Craftsdwarf’s throat!
The Marksdwarf bashes The Troll in the head from behind with her (copper crossbow), bruising the muscle, jamming the skull through the brain and tearing the brain!
The Troll has been knocked unconscious!

Remalle was hauled up one hundred levels to the hospital. As he survived that trip, Scientist felt that he had a good chance of surviving his treatment. Probably.

A New Drowning Trap:

Excerpt from the Holy Books of Oceanbridge

And should you find yourself threatened by Undead Goat Men, you should repeat Di the Mad Artillerist’s War Spell



DROWN THEIR BUTTS
CRUSH THEIR BUTTS
DROWN THEIR BUTTS
CRUSH THEIR BUTTS

And surely Rakust will appear and he will put them out.

And you will have gained great merit in His eyes.

.....

Unfortunately, Undead Goat Men didn’t appear to need to breathe, which made drowning them difficult.



Some dwarfs thought that they even looked as though they were enjoying the bath. Jacen suggested throwing some soap into the pool.

Next: The Emergency Ends, Sort of, and the Final Toll.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **November 10, 2011, 05:01:25 pm**

You could have just sealed them off somewhere, and address the problem later. Or, since they were (are?) already submerged, just pump some magma on them, and turn the whole thing into obsidian. That could have made a modern art piece: undead, eyeless goat men, frozen into volcanic rock.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Remalle** on **November 10, 2011, 05:06:01 pm**

How badly hurt am I?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **November 10, 2011, 05:19:01 pm**

any named dwarfs dead from the surface sealing?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Time Blossom** on **November 10, 2011, 05:53:38 pm**

Quote from: Masked_Hunter1825 on November 10, 2011, 05:58:02 am
Also, AN ARMY OF CAPYBARA DEMONS! YAAAAAY!
FTFY

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 10, 2011, 08:51:04 pm**

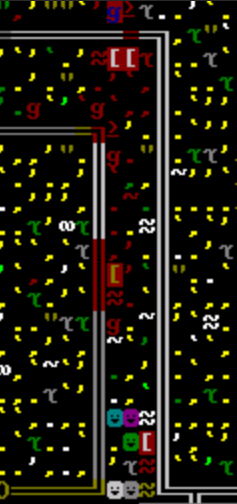
Capra demons are from Dark souls, and are giant undead goat man demons with two massive swords. I dislike them. Onwards with the bridge, we should make a toll booth as well, and collect things from caravans using the bridge!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 11, 2011, 01:52:34 pm**

With the goat men trapped, there remained only the goblins to take care of. Derm was confident that they would massacre the bastards. The only thing he was wondering was why he hadn’t been allowed to do it sooner.



“There’re five mace goblins there. There’s ten of us. Let’s kill `em quick, and then we’ll be back home in time for a good victory feast. Charge!”



And that, Balnash would later remember, was where everything went wrong.

Derm rushed the first goblin, but his first swing went wide. Before he could recover, the goblin brought its mace down on his shoulder, shattering the bone. Derm collapsed. Shina soon followed him, her leg crushed. Bayar managed to dispatch one before he too was wounded, falling to a blow to the head.



After that, it got worse.

A short, violent fight later, only Heavy Weapons Guy, Balnash, and Cilob, and three goblins were left standing. Cilob and Guy had run out of bolts, as usual. The goblins advanced, smiling hideously, sure of their victory now. One of them reached down and yanked on the prone Derm's arm, just for the fun of it.

All of this left Balnash very angry. He was still just a recruit, but he wasn't going to stand and watch while his commander was tormented by some little monster, even if said monster was heavily armored and terrifying. He charged, alone, straight at the enemy.

```
→The Recruit stabs The Goblin Maceman in the left lower arm from behind
with his <bronze spear>, tearing the muscle through the <<cave spider
silk cloak>>?
An artery has been opened by the attack!
The <bronze spear> has lodged firmly in the wound!
```

He later described the experience as "like bein' in one of them strange moods, only the only tool I needed was my spear, for the stabbin'." Cilob and Guy followed him, but by the time they reached the battlefield, there was nothing left to do.

Balnash leaned on his spear, and breathed in deep. "You two better call down to the civilians, tell em we got a lot of wounded up here." He looked around. "Some dead, too."

((Well, that's that. Final death toll is eleven, mostly trapped on the surface, no named dwarfs. Every soldier except the three mentioned are badly wounded, though, and we're still technically under siege, as the goat things are just trapped in water. Magma might just be the solution, if I can get it to work.))

Quote from: Remalle on November 10, 2011, 05:06:01 pm
How badly hurt am I?

```
The Recruit is
He is eighty years old, born on the 14th of Galena in the year 114.
His left knee is broken. His right ankle is broken. His left elbow is
broken. His right knee is broken. His right shoulder is broken. His left
wrist is broken. His right wrist is broken. His right hand is broken. His
left shoulder is broken. His left ankle is broken. His right hip is broken.
His left foot is broken.
```

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **bayar** on **November 11, 2011, 02:03:41 pm**

???

Any spine / leg / head injuries ?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Time Blossom** on **November 11, 2011, 05:58:54 pm**

This is terrible!

I mean, really, if you lot are going to get yourselves injured like that I'm going to have Scientist put you all in traction under house arrest.

It's for your own good, after all. Hamlet knows best.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Dermonster** on **November 11, 2011, 06:00:44 pm**

Do I even have any armor on? I should have full body masterwork steel at *least*.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **November 11, 2011, 06:15:45 pm**

My hunter technically counts as military, right? I assume she's among the heavily wounded.

Another solution for the goat problem: build an artificial floor above them, then collapse that right on them. I know that would do some collateral damage, but fixing that might still be better than a magma-flooded fortress, although less *fun*.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 11, 2011, 07:46:17 pm**

Quote from: dermonster on November 11, 2011, 06:00:44 pm

Do I even have any armor on? I should have full body masterwork steel at *least*.

You *had* armor on. Do breastplates cover the shoulder? You had a mix of steel and adamantine, but for some reason the guy wasn't wearing the chain mail I ordered him to. I have to admit, the armor and equipment system still confuses me sometimes.

Quote from: Ishar on November 11, 2011, 06:15:45 pm

My hunter technically counts as military, right? I assume she's among the heavily wounded.

Another solution for the goat problem: build an artificial floor above them, then collapse that right on them. I know that would do some collateral damage, but fixing that might still be better than a magma-flooded fortress, although less *fun*.

Dang, I knew I forgot someone. Your guy got a broken leg. The entire army is going to go into battle on crutches the next fight, I swear.

I like the floor idea. I may try it.

The next update will be on *everyone*

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **TurkeyXIII** on **November 11, 2011, 11:27:10 pm**

Quote from: dermonster on November 11, 2011, 06:00:44 pm

Do I even have any armor on? I should have full body masterwork steel at *least*.

No! We need the steel for the bridge!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 12, 2011, 12:21:48 am**

Heavy weapons is bringin' the pain with his Saxxy Award.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **IcepickTrotsky** on **November 12, 2011, 03:41:07 am**

Balnash's Scribblings

Well it was a nasty fight up there this time. The gobbos musta sent some o'their damn finer fighters down here to stop us from buildin' this damn bridge, 'cause they knocked Derm out, and damned if that don't scare the crap outta most dwarves! I gotta admit, I was damned scared m'self, but seein' them just toyin' with his body down there made me sick to m'stomach. I showed 'em what for after that! Took a lot outta me, but they told me I was a blur out there, m'spear separatin' goblin limb from goblin body. I hope I did enough, but them damn gobbos'll be back. They always are.

...I need a drink.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 12, 2011, 04:09:19 pm**

Waitin' on the update. Maybe we can capture the capra demons?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **November 13, 2011, 10:09:19 am**

Technically, they ARE captured, as in locked away in a giant swimming pool.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **UltraValican** on **November 13, 2011, 10:39:57 am**

Am I still alive? If so, war pondgrabbers.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 13, 2011, 04:25:06 pm**

((Ok, apparently I haven't got the time or energy for a big update, at least not now. Nevertheless, something important may have happened))

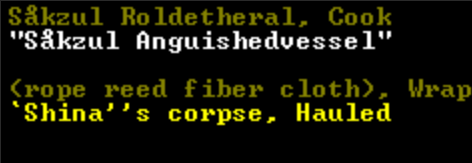
Investigating a Death, Early Spring 195

“And you found her lying face down on the surface. No one else was around, right? And you didn’t see anything like, say, signs of a struggle?” Hamlet

The cook who’d reported finding the body, who also happened to be the cook she’d once had beat, glared at her and then shook his head. “No, Captain. Just found her up by the battle site. Looks like someone hit her pretty hard on the head, or something. You'd know better

than me. You done looking? The mayor doesn't want this body lyin' around. Unsanitary and all."

Hamlet nodded, and watched as Shina’s body was carried away.



She’d had to take notes on this one; thus far she knew that:

- 1. Shina had been wounded in the battle, but not badly. Scientist had reported a broken wrist.
- 2. She had not been seen in the fortress for some weeks. People tended to avoid Shina, so this was normal.
- 3. Shina was dead.
- 4. That... that’s it.

Hamlet sighed and put her notebook away. Justice was meant to be easy. It was, at least when people had the decency to commit their crimes out in the open. This one looked like a mystery, though. What had ever happened to manners?

((This was the first death for a named dwarf, for those who are keeping track.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **November 13, 2011, 04:29:49 pm**

probably a starvation as the dorfs ignored her existance :/
usualy keep one or two idle 24/7 in medical to prevent this personaly.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **November 14, 2011, 06:59:48 am**

Wasn't she queens nephew?
[Quote from: varnish on November 13, 2011, 04:25:06 pm](#)

1.Shina had been wounded in the battle, but not badly. Scientist had reported a broken wrist.

Does this mean she was healed after battle?
Also I guess the death of marksdwarf who killed FB in fortress is also unsolved yet?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 14, 2011, 09:49:20 am**

From the Journals of Aban Brothertreaties, Mid-Spring 195

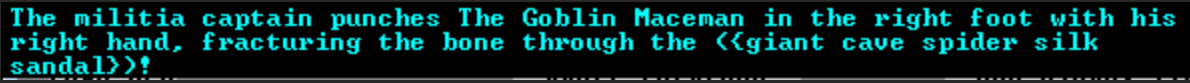
Well, I’m not sure what’s going to happen with Shina and everything. On the one hand, she was the Queen’s niece. On the other hand, the Queen sent her here, which kind of says that she didn’t like her much. One the other hand, the Queen is... a little mad. On the other hand... I’ve run out of hands, never mind.

Hamlet told me she’d investigating the death, and Cog’s besides. She says that she wants to “find out who’s been hurting all my boys.” Well, that sounds odd, but I wished her luck. We all need it, I think.

.....

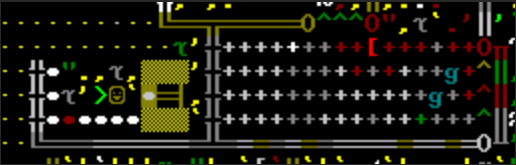
Some Notes From Spring, 195

Two goblins tried to interrupt Karakzon as he took a well-deserved break by the seaside. He let them know that he was not pleased.



.....

Two goblins remained trapped in near the depot. Di was entertaining herself by launching boulders at them.



She figured one of them would hit eventually

.....

The hospital was filled with the scent of blood and the sound of screams. Scientist was hard at work. Though the screaming was less from the operations, and more due to the fact that he’d been reading the book “Healing with Laughter”. There are some horrors that even a dwarf shouldn't have to face.



.....

For Turk, Kogut, Person and Nerev, nothing much changed. Even during the worst days of the attack, they were down in the forges, crafting steel. Well, someone had to keep working.

.....

Nix had joined Karakzon in throwing a party. It had started as a way to celebrate yet another victory, (kind of), had become a festival in honor of Oceanbridge, and eventually just morphed into a party for the sake of partying. Most of the long term partiers had forgotten even that reason.



Nix was calling it a success.

.....

Gary Featherlog had found a new animal to tame.



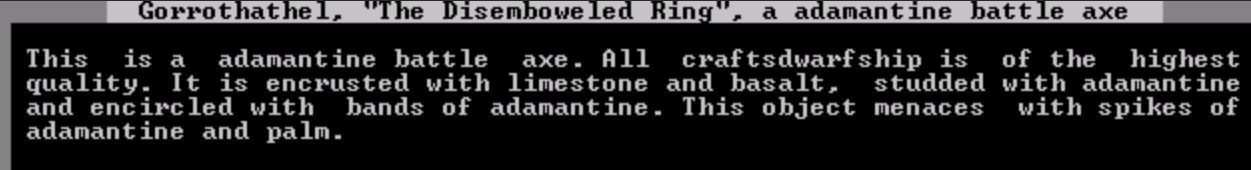
Soon Oceanbridge’s enemies would know what it was like to face a raging war giraffe. As soon as he figured out how to keep the thing from bumping its head on the ceiling constantly.

.....

Derm had recovered, and then some.



And he had a new weapon.



Things were going to change.

((Gah. This is what happens when you don’t keep track of your adamantine))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **JacenHanLovesLegos** on **November 14, 2011, 10:17:00 am**

What was Jacen doing all this time?
[Spoiler](#) (click to show/hide)
SSSOOOAAAPPP

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Shinotsa** on **November 14, 2011, 10:59:50 am**

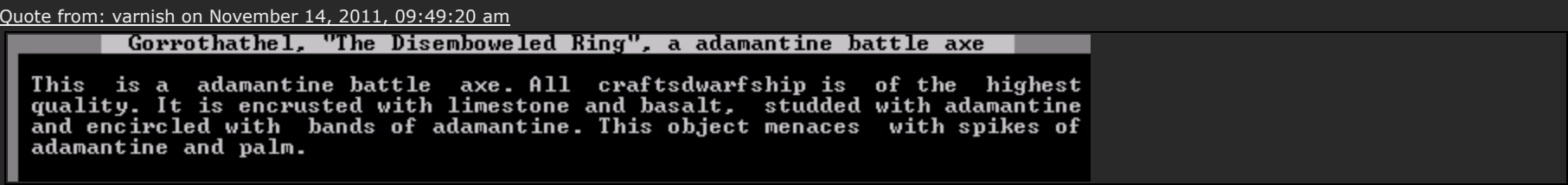
Gah, my first dorfing ended in a mysterious manner. Granted my choice of an insane noble kind of makes it not matter to anyone in the fort, but at least it was interesting. Welp, now that we've lost our first named dwarf there's no reason I can't take you all with me! Muhahaha.

Great work btw, can't wait to get work on the bridge continued

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **November 14, 2011, 11:07:36 am**

The capra demons are still trapped in the flooded room, right?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Remalle** on **November 14, 2011, 01:31:12 pm**



I read that as "menaces with spikes of adamantine and *pain*". I'm still recovering in the hopsital, right?

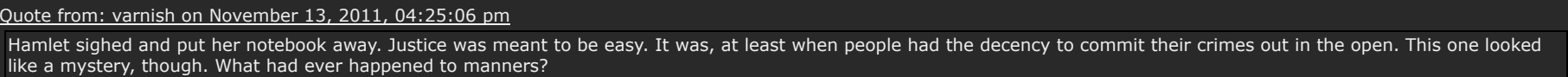
Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **November 14, 2011, 01:58:11 pm**

Good job here.
By the way, you could dump stones right in the middle tile of catapult if you don't mind exploits. Bad news though my original plan for firing balista arrows on fire won't work: while flying projectiles are in the limbo just like falling creatures.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **November 14, 2011, 02:03:27 pm**

damnable goblins playing with MY waves.
basterds.
-grumbles, grabs a beer keg and goes to start a party with Nix using his latest goblin kills head as a cup... well, after he got one of the crafters to clean it up a bit-

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Time Blossom** on **November 14, 2011, 06:37:41 pm**



Well, you know what they say. It's only bad manners...
8)
If you get caught.

Quote from: varnish on November 14, 2011, 09:49:20 am
Nix had joined Karakzon in throwing a party. It had started as a way to celebrate yet another victory, (kind of), had become a festival in honor of Oceanbridge, and eventually just morphed into a party for the sake of partying. Most of the long term partiers had forgotten even that reason.

Guess you might say it was a...
8)
Revel without a cause.

(Whoever got Hamlet those obsidian spectacles is regretting it already...)

Awesome updates, varnish!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 15, 2011, 06:11:33 am**

A beautiful artifact! Very good! Very, very good!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 15, 2011, 03:31:14 pm**

So, I'm struggling to write an update that adequately conveys what is going on in the fortress right now. The most accurate version would probably simply read:

AAAAAAAAAAAAAAAAUUUUUUUUUGGGGGGHHHHHHHHH!!!

More later.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 15, 2011, 07:32:44 pm**

((well, here's nothing much.))

The Mayor of Oceanbridge Meets with the Manager

"Aban, hello! So good to see you, especially following the unpleasantness during the siege. And let me just say that you handled yourself splendidly during that incident."

"Ah! Yes? I mean, what? Yes?"

Lokum sat down in the chair opposite hers, turning his smile on her and saying "Now! About these orders I gave you some time ago. I did ask, quite politely, for those statues and carvings to be destroyed, and from what I can see, this has yet to happen. Now, I know that you are terribly busy, and of course I have no wish to impose on your time, but I had hoped that you could see your way clear to carrying those orders out?"

Aban shuffled some papers around in an attempt to look puzzled. "Well, I know I got some orders from you, but you know, with the siege..." She shrugged. "I mean, I couldn't even get to my office for a while. They might have been lost or destroyed or something. You could send them again..."

Lokum's smile remained, but it froze on his face "Oh, Aban. I wasn't asking you to look for the memos. I am telling you to carry out my orders, right now. I should not like to have my two associates, ah there they are. Wonderful fellows, just like you. I should not like to have to ask them to convince you of the necessity of these orders. So be a dear, and go do it, please."

He and his two compatriots left the room, leaving Aban fuming. "Be a dear!" she muttered. Next time he said something like that, she was going to... well, she was going to be annoyed, that's all.

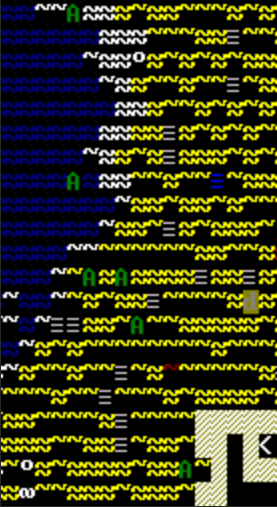
.....

A Battle of Five Armies, Part One:

Derm had come to surface in order to protect the woodcutters. There was no way he was going to use his new axe on something so mundane as chopping down trees himself, of course, but if any goblins popped up...



So he was up there, almost completely alone, when the ape men arrived. Alone, and with no safe path back to the fortress.



But he was Derm, the Soulchopper. No mob of hooting three eyed apes was going to make him run, not now. Not even if they were, he saw, all riding alligators, while capering.

No, he thought. There's no way I'm going to run away from an enemy that's that fucking *ridiculous*.

He took one last deep breath, and then ran at the enemy, The Disemboweled Ring held high in his hands.

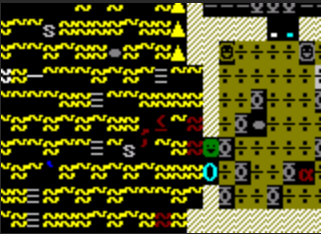


Two of the ape men fell immediately, along with their mounts. Coated in blood and gore, Derm turned on the survivors.

And found that they had surrounded him. The capering wasn't just for show, the things moved damn *fast*. Derm had no time to recover. One alligator clawed at his leg, while another swept its tail under his feet, and then, hooting, the ape men jumped on him, their dark clawed hands ripping and tearing.

'Derm', Soulchopper has bled to death.

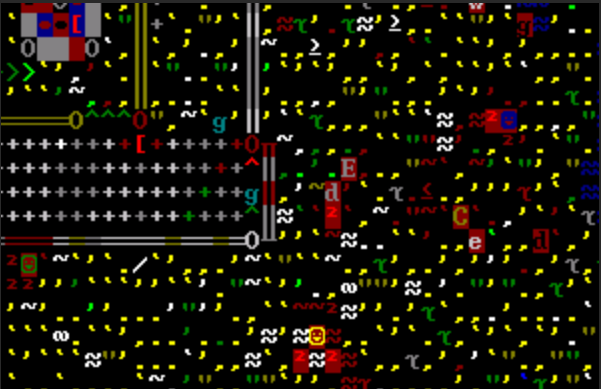
Meanwhile, Heavy Weapons Guy stood, alone himself, firing bolt after bolt into the massed alligators. It didn't seem to bother them much. They ignored him, to his fury, and chased after the poor civilians.



Ishar was cut off from both of them by the lower wall. She managed to get off one shot, wounding an alligator, before she and the farmer she was trying to protect were swarmed and ripped apart.

'Ishar', Hunter has bled to death.

Fifteen dwarfs had been on the surface when the attack began. Five made it back into the fortress safely.



.....

Aban had been watching the battle from the ramparts, increasingly horrified as she saw what happened. That meant she was in an ideal position to see the ferric elves as they came around the coast.



Unlike the ape men, they were marching in good order; some of them were riding war giraffes like their leader before, others rode elephants, leopards, and even giant eagles. And there were a hell of a lot of them.

"Dear gods..." She ran back down to the main hall. Forgetting for the moment that she wasn't the expedition leader, she yelled "Get the trap corridor open, and get everything else closed! Hurry, because we're probably all about to die!"

Next: Floods, Despair, and a Little Thing Called a Tantrum Spiral

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Dermonster** on **November 15, 2011, 07:36:25 pm**

They didn't have weapons and I had steel/adamantine armor?

um... Was I even fully equipped?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 16, 2011, 12:41:35 am**

Quote from: dermonster on November 15, 2011, 07:36:25 pm

They didn't have weapons and I had steel/adamantine armor?

um... Was I even fully equipped?

... Yeah, that one was my fault. I had thought that I had him equipped with steel greaves, but they weren't there. I screwed that up somewhere. If you want a new dwarf, feel free to ask. Though the fortress will have to survive this siege first, probably...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 16, 2011, 12:52:19 am**

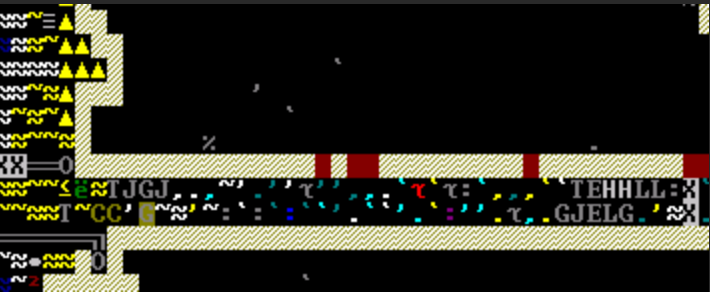
ITS TEAM TIME, DOCTOR!

Also, maybe we can use the capra demons against them?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 16, 2011, 01:20:52 am**

A Battle of Five Armies, Part Two

Gar had it this time. The elves had been drawn into the trap corridor. Aban had managed to get all the floodgates closed in time, so the bastards were trapped.



All they needed now was someone to fire up the pumps and flood the corridor, and the worthless little invaders would drown. And Gar? Gar would be called a hero, just as he damn well deserved to be called.

If only his assistants weren’t such damn cowards.

Deler Unoldeler, Bowyer cancels Operate Pump: Interrupted by war Giant Jaguar.

.....

Hamlet had never been busier. She wasn’t fond of beating people, but Rakust be damned if they weren’t lining up for the privilege. Even the mayor had “lost his temper”, as they liked to say. Well, rank didn’t exempt you from justice. He’d get his turn, just like everyone else.

Zulban Amuzol, Beekeeper Lokum Kadôlalis, mayor ‘Kogut’, Weaponsmith ‘Nerev’, Blacksmith	Beating.
---	-----------------

From the Journals of Aban Brothertreaties:

I don’t know what anyone wants from me. I’m staying in my office until this whole thing blows over. If it ever does. Oh dear lord it might not ever... This really is a nightmare, isn't it?

((OOC section))

Quote from: Masked_Hunter1825 on November 16, 2011, 12:52:19 am

ITS TEAM TIME, DOCTOR!

Also, maybe we can use the capra demons against them?

((I have no idea. Maybe?

Also also, as a side note. If you are interested in my first attempt at a fortress of this type, you may find it here:
<http://www.bay12forums.com/smf/index.php?topic=33299.0>

I wish I could say that I had gained in competence since those days, but no. Foolishness is the one thing I got going for me.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 16, 2011, 12:55:29 pm**

Oooh... why didn't I powered it with windmill???

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **IcepickTrotsky** on **November 17, 2011, 04:58:11 am**

This is out of character... but I've been reading all the epic threads on this forum, and it seems like Derm is in every one... and this is the first one I've read where he dies. I'm frightened.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 17, 2011, 05:06:40 am**

Im not. Because Heavy Weapons guy is here.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **November 17, 2011, 08:45:34 am**

Quote from: IcepickTrotsky on November 17, 2011, 04:58:11 am

This is out of character... but I've been reading all the epic threads on this forum, and it seems like Derm is in every one...

Yup, with some dedication he could get the same position in Community Games board as Necro on general or Footkerchief on suggestion boards.

Quote from: IcepickTrotsky on November 17, 2011, 04:58:11 am

and this is the first one I've read where he dies. I'm frightened.

Actually, I was surprised it took so long for someone named to die. Seems varnish overseeing isn't that bad. ;)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Dermonster** on **November 17, 2011, 09:02:31 am**

It was only because I was improperly armored, really.

And yes, give me another. I SHALL BECOME RENOWNED IN COMMUNITY GAMES! NOT SUCCESSION BECAUSE I HAVEN'T ACTUALLY PLAYED DF FOR ABOUT 5 MONTHS NOW.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **November 17, 2011, 02:25:05 pm**

lol :)
its nice to get your name into a story with a characteristic persona.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 17, 2011, 03:45:01 pm**

There's been no update lately because I've spent the last couple days shoveling snow. I might have done other things, but shoveling snow is all that I can remember.

Hopefully back soon, with a new (and well armored, damn it) dwarf for Derm.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Dermonster** on **November 17, 2011, 03:46:51 pm**

Make it so his restless spirit possesses another dwarf.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **November 17, 2011, 05:01:49 pm**

Could you redwarf me too? I'd prefer a close-combat dwarf this time. Or, if my previous one had any family, one of them would be good.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 21, 2011, 09:01:19 am**

Do not let Oceanbridge die, little man! It must continue!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 21, 2011, 09:02:48 am**

We must complete the Bridge!!!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 21, 2011, 09:16:13 am**

((Fear not! I was just working on a small update.))

From the Journals of Aban Brothertreaties:

Well, when things go wrong, it seems like they continue to do so, in a variety of interesting ways. (That’s practically a law, I think.)
Zulban, one of the woodcutters just beat Jacen so badly that he needs medical care, which would be possible if the hospital beds weren’t already full to overflowing...



I managed to get a few words in with the mayor, who is still looking a bit shaky. How is he going to deal with all if this? By banning the export of bronze things, he says.

Mandates: Export of bronze items Prohibited

I know, I don’t know. Again, I’m in my office. It’s safe here.

.....

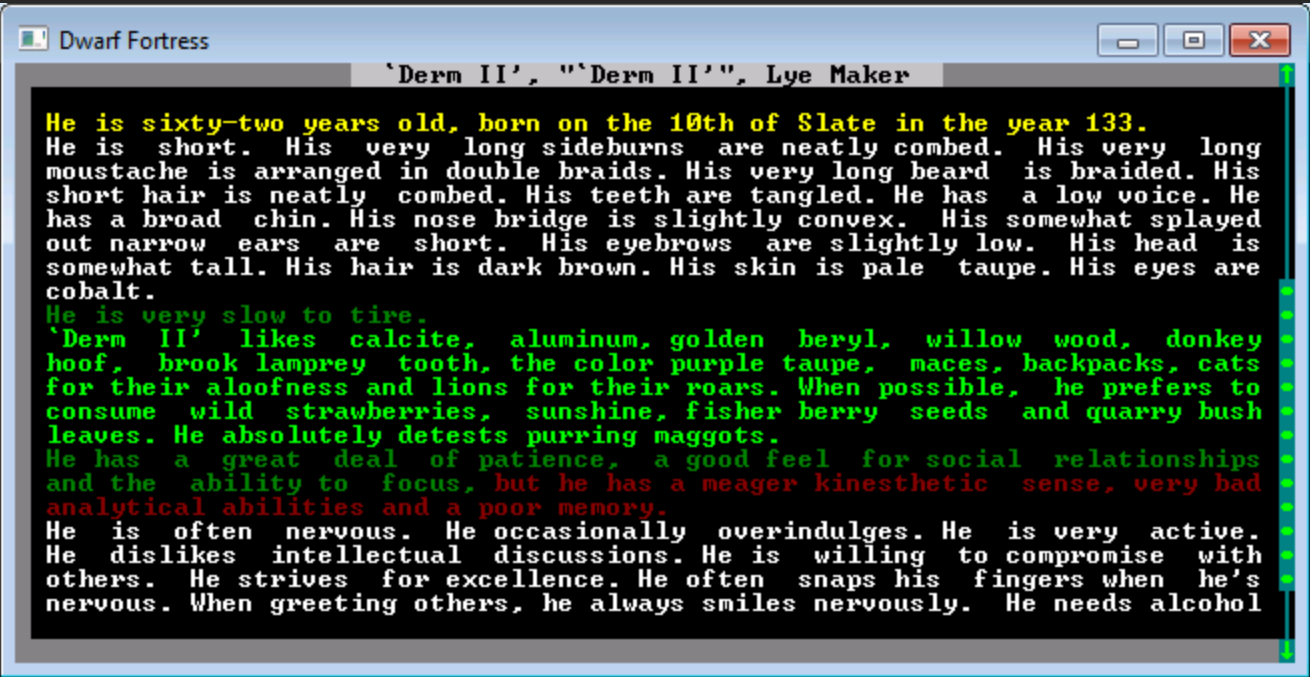
With Derm dead, Bayar had been left in command of the army of Oceanbridge, such as it was. At least he had two new recruits... sort of.

“So, were recruitin’ you two to replace Derm and Ishar, and you say your names are... Ishar and Derm?”

The dwarf calling himself Ishar spoke first “Ishar was my wife, you see, sir. The way I see it, I’m taking her name in honor of her, and to show her killers what happens when you mess with a Graspingmetal!"



"I see. And Derm?"



Derm nodded.

Next: More Miasma and Misery, Less Alliteration.

((Ok, now you can go back to fearing. This fortress is still doomed. More to come!))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 21, 2011, 09:39:37 am**

Oh. These invaders are nuisance! Lets make traps and get beck to the Project!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **November 21, 2011, 04:02:20 pm**

Quote from: varnish on November 21, 2011, 09:16:13 am
((Ok, now you can go back to fearing. This fortress is still doomed. More to come!))

Nah, everything is well now. We have my unquestionably weak dwarf to sort things out.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **kingfisher1112** on **November 21, 2011, 06:54:39 pm**

I want to get dorfed as a medical dwarf. Named kingfisher.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 21, 2011, 10:11:25 pm**

The problem isn't the siege. That's annoying, but nothing new.

The problem is that right now, there's a new tantrum starting every couple of seconds. That's the sort of thing that leads to circumstances going downhill very quickly... and we're already so far down that we're below sea level (I know, that doesn't make sense.)

This might be difficult to recover from.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **November 22, 2011, 03:10:54 am**

You could seal off some sane dwarfs in a small, self-sustaining part of the fort, and let the others do their thing. If they surive the tantrum spiral, good. If not, you still have an elite survivor team.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 22, 2011, 10:49:40 am**

From the Notes of Lokum Gemkiss, Mayor of Oceanbridge

Rioting. Rioting in the damn streets. By the queen, I wish I understood has gone wrong in this hellhole. I have tried my very best to maintain a sense of order and decency here, but every day, things only get worse.

Not just chairs over turned; some fool knocked over a floodgate in the lower levels



and the ensuing deluge lead to the death of a blacksmith named Ferrus.

'Ferrus', Blacksmith has drowned.

And all this time, garbage rots in the halls, filling our lungs with a foul smell that is impossible to escape.

I should have gone with my instincts when I first arrived, and had this place condemned, and started anew in some other, more hospitable land. But we have no choice now. I am enacting measures, which, though I am sure will be no more popular then my previous edicts, should ensure the survival of some. I do not know if I will be among them. Let this tablet serve as a record of my end, if I am not.

((The plot thickens? What? Yes, there is a plot! Sort of...))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **November 22, 2011, 09:29:27 pm**

Put me on the list for Dwarfing please.
Name: Neo
Profession: Any military(melee), but preferably a lasher if you have any whips from enemies.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **bayar** on **November 23, 2011, 03:20:48 am**

Short story: everybody died ?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 23, 2011, 08:12:08 am**

We must do the correct dwarf thing. We will not bury out comrades, and instead impale them on the surface like Vlad the Impaler, so our enemies will fear. After that, we break through Adamantine, and we use our traps to defeat the forces of evil. Then, we will enter the circus, and build a massive fort there and take everything we can with us to last forever! Oh, and seal the exit/entrance. Migrants will be forced to stay in the decay of the old fort. They will finish the bridge, while we make a new bridge in the depths of the world.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 23, 2011, 09:19:40 am**

Quote from: Masked_Hunter1825 on November 23, 2011, 08:12:08 am
We must do the correct dwarf thing. We will not bury out comrades, and instead impale them on the surface like Vlad the Impaler, so our enemies will fear. After that, we break through Adamantine, and we use our traps to defeat the forces of evil. Then, we will enter the circus, and build a massive fort there and take everything we can with us to last forever! Oh, and seal the exit/entrance. Migrants will be forced to stay in the decay of the old fort. They will finish the bridge, while we make a new bridge in the depths of the world.

I tend to approve this, but don't think we can afford it...

Make The Unruffled Core Shelter, with food and drinks, lock there the most cam and friendless citizens, and exile the others to the battlefield!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 23, 2011, 10:01:52 am**

Quote from: bayar on November 23, 2011, 03:20:48 am
Short story: everybody died ?

Yeah, basically this. I can write up a big update detailing the fort's rapid descent into madness. But until then:

Basically, two options. Hold out for migrants, or abandon, reclaim.

Bah.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 23, 2011, 10:03:41 am**

Hold on!
let the tantrumers put the last brick into Bridge before they go crazy.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 23, 2011, 10:41:59 am**

Awaiting the update of Heavy Weapons guy.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **November 23, 2011, 01:22:59 pm**

Quote from: varnish on November 22, 2011, 10:49:40 am
some fool knocked over a floodgate in the lower levels
wait, why would we have a floodgate separating the main fort from aquifer or ocean?
As for reclaim, I usually do not, but considering that fortress is going to be considered death trap, it may solve migration problem.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **November 23, 2011, 03:40:12 pm**

If you have the patience and the ability to hold out for migrants by keeping the least upset citizens separated from the tantrumers I would. I would also remove the captain of the guard and fortress guard if you have one, as I find they simply make the problem worse, when they kill another dwarf. Maybe remove all labors but hauling from the sanest ones and make the others all non-haulers, then have the sane ones bring all of your food and necessities to a burrow they are assigned to?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **November 23, 2011, 05:05:06 pm**

Quote from: varnish on November 23, 2011, 10:01:52 am
Quote from: bayar on November 23, 2011, 03:20:48 am
Short story: everybody died ?

Yeah, basically this. I can write up a big update detailing the fort's rapid descent into madness. But until then:

Basically, two options. Hold out for migrants, or abandon, reclaim.

Bah.

Could you post a death toll of named dwarfs until the real updblابلابla, to the point: did my new guy make it?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **!!scientist!!** on **November 23, 2011, 07:28:02 pm**

Is scientist still alive and having a good time or has he finally given up on his positive outlook and started trying to rip apart everyone within 200 miles of him?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Time Blossom** on **November 23, 2011, 07:30:41 pm**

I vote to hold out as long as possible. If the fortress crumbles to its end, then a reclaim may be in order, but until then: *we will fight in the shade.*

Although, the notion of a Part II wherein poor, put-upon Aban has to go in and reclaim Oceanbridge now that it is swarming with ghosts, demon zombie goats and crazy pick-wielding dwarves hiding in the shadows is pretty hilarious, regardless of the method by which it comes about.

Also, I think if we were badass enough to conquer Hell we wouldn't be having these problems in the first place. :P

Also also, I'll bet Hamlet is beating people to death with her cheese-hammer of justice. For their own good.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 23, 2011, 09:24:08 pm**

Oh well, even with full candy armor, we would not be able to match hell in a straight-forward meatgrinder of the century. Believe me, snow clowns have overtaken my best candy clad warriors. Thats why traps are needed to kill them, because they REALLY suck against a clever trap or two.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 23, 2011, 09:30:36 pm**

((Guys... I haven't written an update because every time I open up the fort it sinks ever deeper into a stygian abyss of horror and despair. And frankly it's depressing me. Here is a part of the events.))

An Endless Chain of Disasters: Notes from the Historian

The sky turned blood red, the ocean waves ran thick with pus, and giraffes walked backwards. Great and terrible were the omens that probably happened, heralding the end of Oceanbridge.

The Madness fell first on Kogut, a harmless metalsmith. He went into a deep melancholy, and could not be awakened from it, not for hunger or thirst.

'Kogut', Weaponsmith is stricken by melancholy!

A child followed, but the child's Madness took a different form. He ran at others, baying and screaming in some strange tongue, trying to kill any who came near. As a child, he was not very effective, but still. Terrifying.

Edem Mörulilir, Dwarven Child has gone berserk!
Erush Athelnish, Cheese Maker cancels Attend Party: Interrupted by Dwarven Child

The maceman Bayar kept the child from harming any who were near

The Macedwarf bashes The Dwarven Child in the head with her <<+iron mace+>>, jamming the bone through the skull, tearing apart the skull and bruising the brain!
The <<+iron mace+>> has lodged firmly in the wound!
Edem Mörulilir, Dwarven Child has been struck down.

but after that, it was if a floodgate had been opened.

Actually, a floodgate had been opened, but that was a minor problem.

And it spread just like a flood. A different flood, though. A flood of madness. Dwarfs who had previously been "maybe just... sad" soon ran through the halls, babbling and tearing off their clothing.

Dishmab Tumamsibrek, Brewer cancels Rest: Went insane.
Dishmab Tumamsibrek, Brewer has gone stark raving mad!

Gary Featherlog, who had watched as his beloved pets were torn apart by a Mad brewer, soon joined that dwarf, both in madness and in death.

'Gary Featherlog', Animal Dissector cancels Eat: Went insane.
'Gary Featherlog', Animal Dissector has gone berserk!
'Aussie Evil', Engraver cancels Construct Building: Interrupted by Animal Dissector.

'Gary Featherlog', Animal Dissector has been struck down.

None of this prepared the masses of Oceanbridge for the crime that followed. A gem setter committed a murder most foul

Asob Tumamiden, Gem Setter loses a roaring laughter, fell and terrible!

iton Thumnish, Soap Maker has been murdered by Asob Tumamiden!

and carried the corpse back to his lair, and fashioned his unfortunate victim into a glove.

Uildangolil Tonguscabnul, "Profanevalleys the Maligned Fool", a dwarf bone
This is a dwarf bone right gauntlet. All crafts^ddwarfship is of the highest quality. It is encircled with bands of dwarf bone.

And the madness continued to spread.

→'Nerev', Blacksmith has gone stark raving mad!

Eral Otungaläth, Hammerdwarf cancels Rest: Went insane.
Eral Otungaläth, Hammerdwarf is stricken by melancholy!
Eral Otungaläth has become a Dyer.
iton Oddomthibam, Tanner cancels Drink: Went insane.
iton Oddomthibam, Tanner has gone berserk!

The Dwarven Child bites The Dwarven Child in the left upper arm, tearing the muscle!
The Dwarven Child latches on firmly!

Next: An End, Maybe.

((That's one month. *One month.*))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 23, 2011, 11:39:47 pm**

Luckily we didn't get any military berserkers!

BTW, is Gar stil alive and well?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Remalle** on **November 23, 2011, 11:55:19 pm**

Am I still half-dead in the hospital?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Kogut** on **November 24, 2011, 02:40:53 am**

What about me? Can you post happiness overview from DT?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **bayar** on **November 24, 2011, 04:05:42 am**

YES ! Mace goes into the baby head ! ALL HAIL RAKUST !!!

Quote from: varnish on November 23, 2011, 09:30:36 pm
((Guys... I haven't written an update because every time I open up the fort it sinks ever deeper into a stygian abyss of horror and despair. And frankly it's depressing me. Here is a part of the events.))

Sounds like Dwarf Fortress to me.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **thegoatgod_pan** on **November 24, 2011, 05:24:02 am**

I love this fort. Let it burn through. The survivors are always traumatized and hardened for anything. If possible, please dwarf traumatized survivor as Colonel Kurtz and make him/her doctor/sheriff (assuming both doctor and sheriff die)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 24, 2011, 06:55:31 am**

Heavy weapons guy will survive, and put down little crying baby-men. But its too epic to stop updating though.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **November 24, 2011, 07:41:34 am**

trudge through. every great fortress worth its salt comes to its knees due to tantrumn spirals. you must trudge through dear gentle dwarf, survive and bring oceanbridge up again!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **kerlc** on **November 24, 2011, 08:15:48 am**

"for there are many storms before us, some of them may even reduce us to ash, but like a phoenix, the dwarven forts shall rise out of their ashes and be more magnificen than they ever were!"

-some guy, once upon a time in the 1900s.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **November 24, 2011, 08:54:12 am**

I just love that gauntlet: malignant fool, made out of soapmaker, priceless.
If it's time for me to make redorfing request, I'd like to ask either military axedorf or captain of guard if that position becomes vacant armed with that gauntlet. Di-X, an assassin cyborg sent to Oceanbridge from future to kill one particular dwarf, however after drinking too much he/she forgot who exactly was marked for death, so Di hopes that by delivering beatings she/he will eventually kill right dwarf. :D

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 24, 2011, 09:00:04 am**

Yep, gauntlet is awesome.
When the king arrives, make him the captain of guard and make him equip this gauntlet. He'll rule with dwarf bone fist!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 24, 2011, 08:43:05 pm**

Spoiler (click to show/hide)
((I hate to do this, as most everyone said fight on, but I did fight on. And everyone is either dead, mad or about to become one or the other. So I pulled the plug. But it's not over. We will come back. I have a plan.))

The battered remains of the army of Oceanbridge met in the crypt, these days. Bayar was still alive, though he had a broken arm from a confrontation with a berserk cook, and Cilob, Heavy Weapons Guy, and Balnash.

Guy was talking. "We just got to hold on for a bit longer. There's bound to be some migrants comin' soon. We'll keep them safe, keep `em away from the mad ones. Then we'll rebuild."

Cilob looked worried, even more so than she had for a while. "I'm just not sure. We haven't had migrants for over a year. Even with all the sieges, that seems strange. Maybe--"

She was interrupted as Alkhemia, the mason, broke down the door to the outer crypt. He was panting heavily, his eyes glazed over and drool dripping through his beard. And he had, significantly, a large granite stone gripped in his hand.

"Right!" Heavy Weapons Guy roared. "This fellow is mine!" He brought up his crossbow, but Alkhemia, blind with madness and rage, batted it aside without breaking stride, and with his other fist knocked Guy to the ground.

Cilob could only watch in horror as Alkhemia then brought the rock down on Guy's head, crushing his skull and killing him instantly. Then the insane mason turned on her.

The Mason strikes the Furnace Operator in the head with his x(pig tail fiber right glove)x, jamming the bone through the skull, tearing the skull and bruising the brain!
'Heavy Weapons Guy', Furnace Operator has been struck down.

She might not have survived if Balnash hadn't regained some of his wits, and run Alkhemia through with his bronze spear.

The three of them looked over the carnage. Cilob was shaking, and she covered Guy's body with a piece of cloth. The best she could do now. They had long since run out of coffins. She shook her head. "He was a damn good soldier, you know? For all that he was odd, he was one of the best.

Two more dead, and it was only midsummer.

.....

More died as summer wore on. Ten in the early summer, seven in Mid-Summer, and thirteen as the season drew to a close.

'Scientist', Bone Doctor has suffocated.

'Nerev', Blacksmith has died from thirst.

'Turk', Planter has suffocated.

'Mormota', Craftsdwaf has died from thirst.

No one seemed immune. Some were calling it a curse, whether from Rakust or some other offended god didn't seem to matter.

.....

Lokum Tells a Story, of Sorts:

Out of the seven who had founded Oceanbridge, only four were still alive and still somewhat in control of themselves. Aban, Gar, Nix, and Karakzon were meeting for what Aban suspected might be the last time. In unspoken agreement, they had got together in the old main hall, and from there tracked down the (now former) mayor, Lokum Gemkiss. If he was still alive. He certainly wasn't sane anymore.

The once dapper and smiling dwarf was now a babbling wreck, curled up in a corner of one of the furnace rooms. But after Gar applied a few "convincing arguments" to the man's chest, they managed to get... something resembling answers.

"It... it wasn't my fault, you know. I was just doing what... what was best for everyone. The queen, she hasn't been seen in three years, and no one has heard anything from any.... anywhere at all! There aren't any left, I think."

"Any what?" Gar shouted, before Aban told him to be quiet. Lokum hardly noticed.

"Something happened, I know. I thought... if everyone was distracted, they wouldn't find out, they wouldn't think that everything had gone wrong... Wouldn't wonder why there were no migrants. Just a little distraction, after all, no one really cares about the gods that much! But that damn Cog talked to a merchant... That's what went wrong. That's where it must have all gone wrong. I don't know if there's anyone left, anyone at all. But I couldn't let it get out or... everything might have fallen apart. Everything fell apart." He whimpered, and then curled up on the floor, and went silent.

Gar stared at the sad remains of the former mayor for a minute, then turned to Aban. "That was useless. The babblings of a maniac, I'd say."

Aban nodded. "Well, he *was* mad, I think. But he might have told us something. Now it's just a matter of what we're going to do about it."

.....

From the Journals of Aban Brothertreaties

Well, journal, this might be the last time I write anything here. Or write anything at all, really. That's cheerful, isn't it! Well, so is madness.

The mayor revealed his plan to me, shortly before he went mad. (Cheerful!) Five dwarfs, with Bayar as a leader were locked into a room with food and booze. The idea is that they might survive, split off from the rest of us. Now, I'd say that I'm a tad bit upset about being stuck out here as "the rest", but the mayor stayed out too. One point to his credit.

But it didn't work. The ones we put it there succumbed to the same madness that killed Turk and Person. That leaves five or so of us still sane.

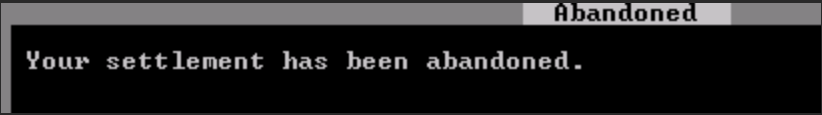
It's summer now. The elves left, and the ape-men are gone as well. This is probably the only chance we'll get.

And that's it, really. Gar, the children, (at least, the ones I can find) and the others who have managed to hold onto their sanity are leaving. We'll take our luck out there on Nightmare Island, which really has turned out to be an appropriate name. If we can, we'll make for the mountainhomes, and find out if what that damned idiot Lokum told us is really true. At least, I will. Not sure if any of the others

are going to follow me.

And I’m leaving this book here. If we don’t make it, at least there will be some record of what happened here at Oceanbridge.

I hope there’s still a home to go back to.



End of Part One

((As I said, I only did this because I think there's no choice. I do plan to reclaim. I'm sorry if this is disappointing.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **aussieevil** on **November 24, 2011, 09:18:05 pm**

How dead was I?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 25, 2011, 02:03:16 am**

Ha! Gar was the sanest dwarf in this madness! I'm proud of him.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Kogut** on **November 25, 2011, 03:17:16 am**

Is it possible to show full list of alive dwarves? (Before abandoning)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 25, 2011, 03:53:58 am**

In such an event, I have prepared myself. AHGNYAADA *Heavy death cry.* Anyways, in the reclaim redwarf me as a hammerdwarf named THE SCOUT.

Edit: What of the arena?!

Another edit: I would make a Tvtropes page of this, but I have no idea how to do that.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **November 25, 2011, 09:33:34 am**

You know, I forgot this is fortress defense mod and migrants either get slaughtered at the edge of map or simply do not come due to sieges. Guess reclaim is more than acceptable in this case. By the way what exactly happened to those five locked away and whats up with those suffocations?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 25, 2011, 10:01:56 am**

Quote from: Kogut on November 25, 2011, 03:17:16 am
Is it possible to show full list of alive dwarves? (Before abandoning)

Not sure of the exact list, but the named dwarfs I remember were as follows:

- Gar
- Karakzon
- Balnash
- Nix
- Aban
- Remalle (remarkably. Perhaps the fact that he was still crippled and bed-ridden helped)

And that's it. Let me add that all of them were miserable, and wounded in some way, from the various fights. Gar was the only one still willing to work. There weren't more than two or three others still sane, named or unnamed.

Quote from: Di on November 25, 2011, 09:33:34 am
By the way what exactly happened to those five locked away and whats up with those suffocations?

The five locked away either went mad or died. The suffocation I'm not sure of, but I have my suspicions...

Working on how to approach the reclaim, story-wise, right now.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 25, 2011, 10:04:41 am**

Dibs on mechanic/architect in reclaim party!

Name him.. well.. Peregar =)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Siverix** on **November 25, 2011, 02:58:49 pm**

Can i get dwarfed as a profesional here potash maker? in a migrant wave ofcourse

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **DrKillPatient** on **November 25, 2011, 09:58:52 pm**

If you get a hammerdwarf or bring one on reclaim, I'd like to be dorfed as Dr. KillPatient. I see his character as very intelligent, but eccentric and anti-authority. Why he signed up for the military (or maybe he didn't), I'm not sure. Perhaps he isn't quite certain either.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Hitty40** on **November 25, 2011, 10:21:02 pm**

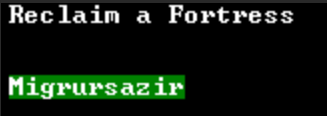
Axedwarf. Male. G. NAO.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Alkhemia** on **November 26, 2011, 08:37:26 am**

Dwarf me again as Alkhemia please
To bad about the madness though, Alkhemia got a kill so that cool.

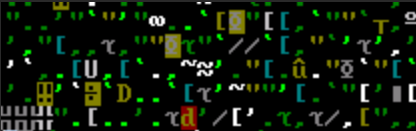
Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed!**
Post by: **varnish** on **November 26, 2011, 10:18:19 am**

((Here we go))



Granite 1st, 196:

Oceanbridge had been abandoned, but not forgotten. Scavengers, both human and goblin and more had found the pickings quite rich.



"Would you look at this place? I told you, it's like a gold mine. Probably was a gold mine, if I remember these little bastards right."

"Yeah, a gold mine, if you ignore that the goblins already stole everything not tied down, and wrecked everything else."

"Shut your damn mouth Jirido, and help me load these mugs onto the donkey. We'll eat damn well this month, see that?" The head scavenger pointed to the pile of mostly intact mugs he'd found on the shore. "That there is some damn fine marble work. Masterwork quality, even. Worth a fortune and a half."

The other scavenger shrugged. He knew that he didn't have Oxul's eye for stonecrafting. And at least mugs didn't weigh as much as those mechanisms he'd had to haul back before.

The pair had almost finished loading their donkey with mugs, stone dolls, and other bits of trash when they heard the sound. It was faint, coming from some distance down the beach, but it almost sounded like singing.

What they saw was unexpected. Seven dwarfs were marching alongside an overloaded wagon. And yes, they were singing, though with varying degrees of enthusiasm. They stopped by one of the old walls, and Jirido could see that they been spotted.



The one who looked like the lead dwarf came jogging down the beach, skipping over the various piles of trash and corpses in his path. Arriving, he bowed low, and said "Good morning to you, good humans! Wilberforce Ropenourished at your service! I hate to be a bother, but you two fellows are the first living things we've run into since setting foot on this accursed little island. Could you point the way to the Fortress of Oceanbridge?"

Oxul finally managed to speak. "What the hell are you talking about, dwarf? This is Oceanbridge, least that's what I've heard it called. It's damn well dead. There ain't no one left here!"

"Really!" the dwarf called Wilberforce said, looking surprised. "Is it really." He looked at the ruin that surrounded him.



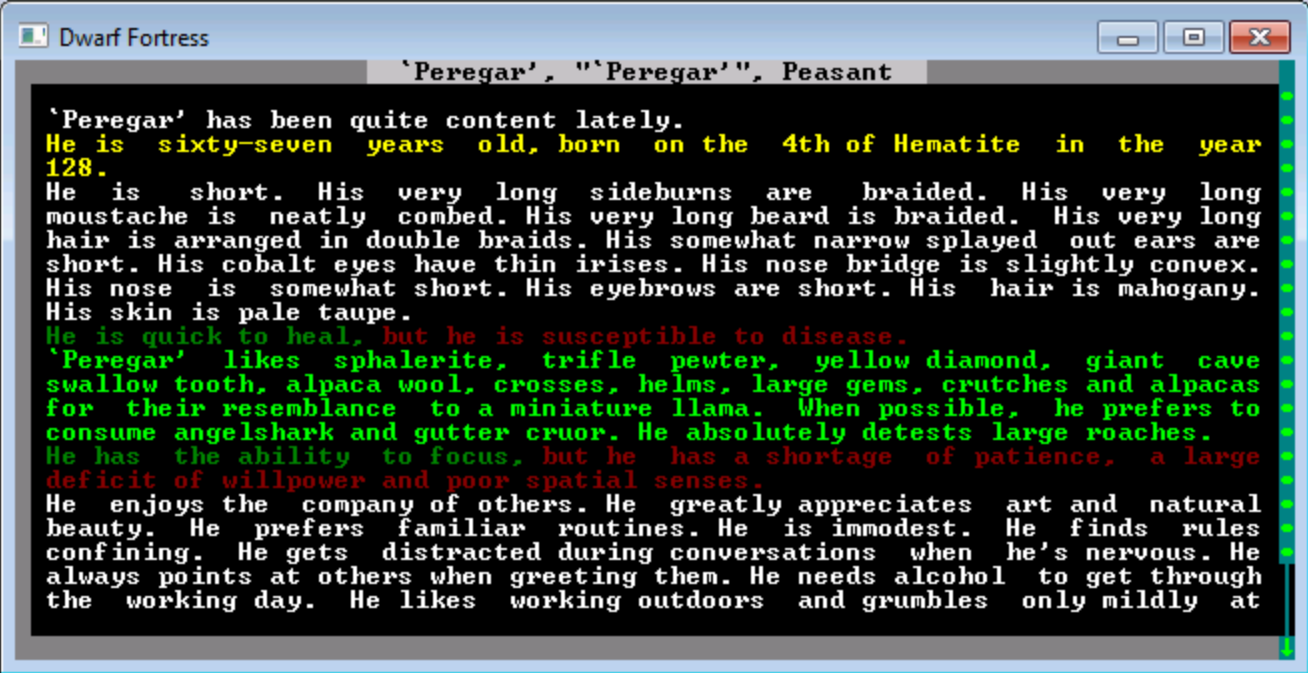
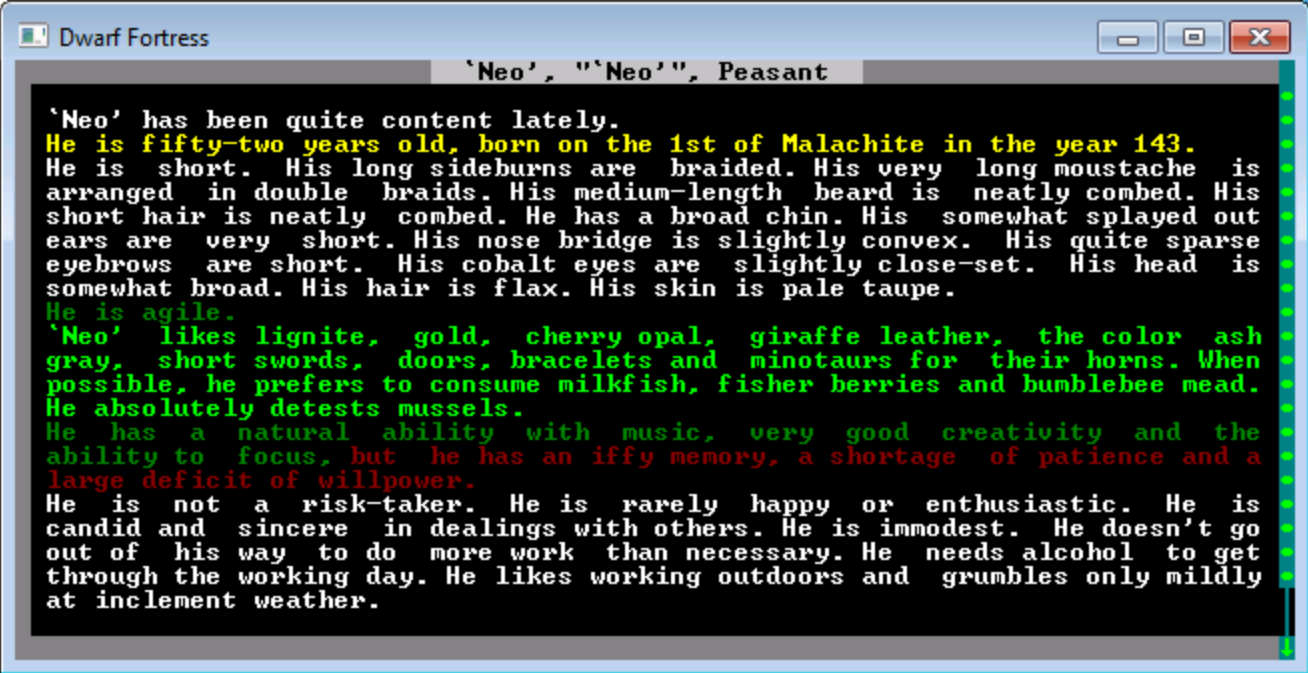
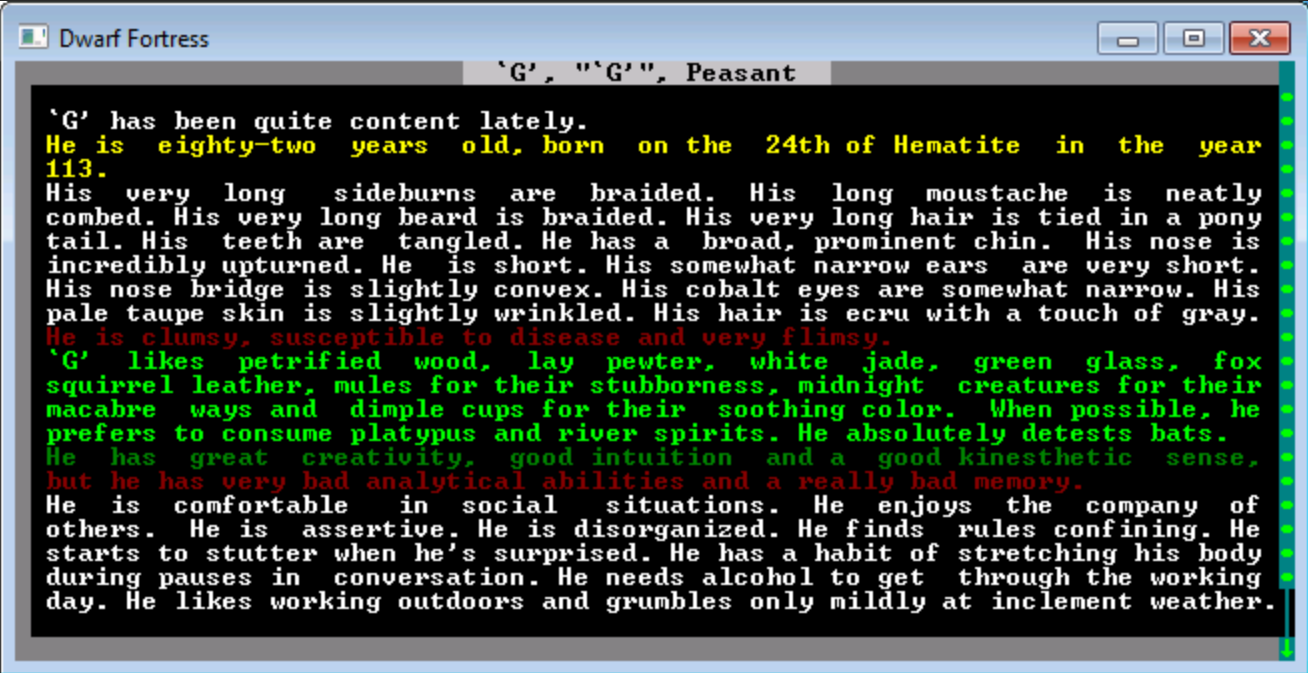
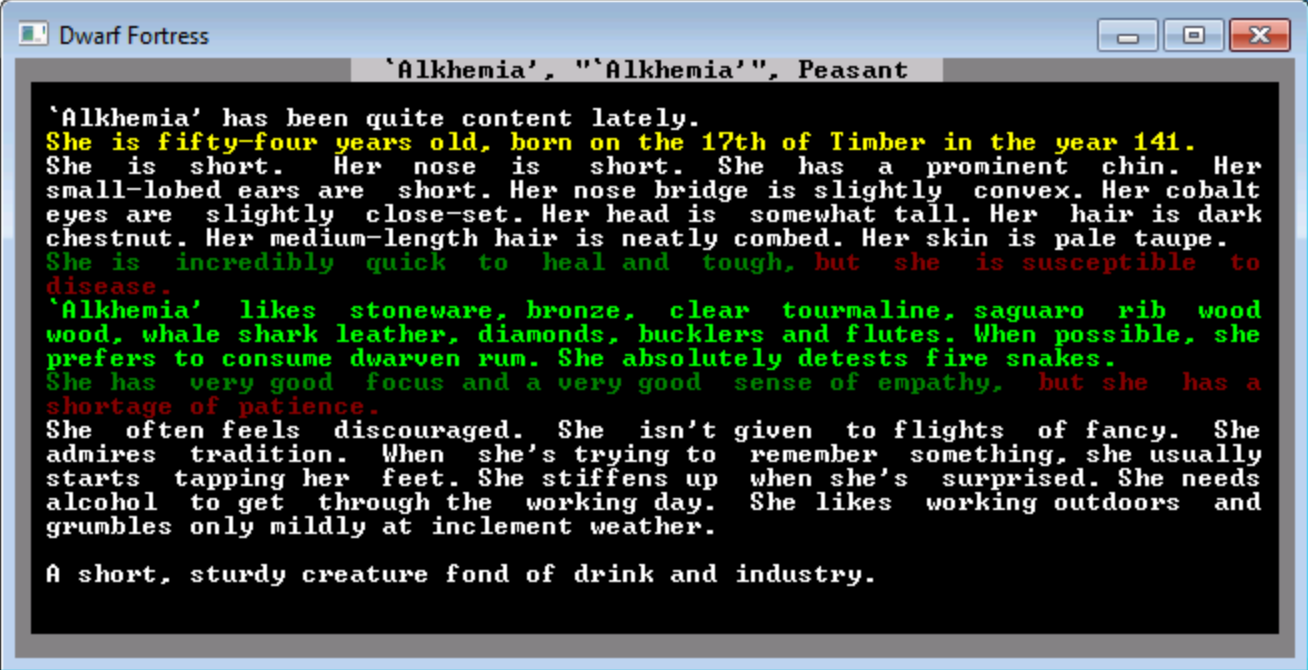
"I certainly think they let things get lax around here. Well, that means we get down to work." He turned away, while saying "Thank you fellows, though, for starting to clean up for us. Just drop those crafts you have so helpfully loaded onto your donkey in the fort please." He smiled quickly at them before walking back over the beach to his companions.

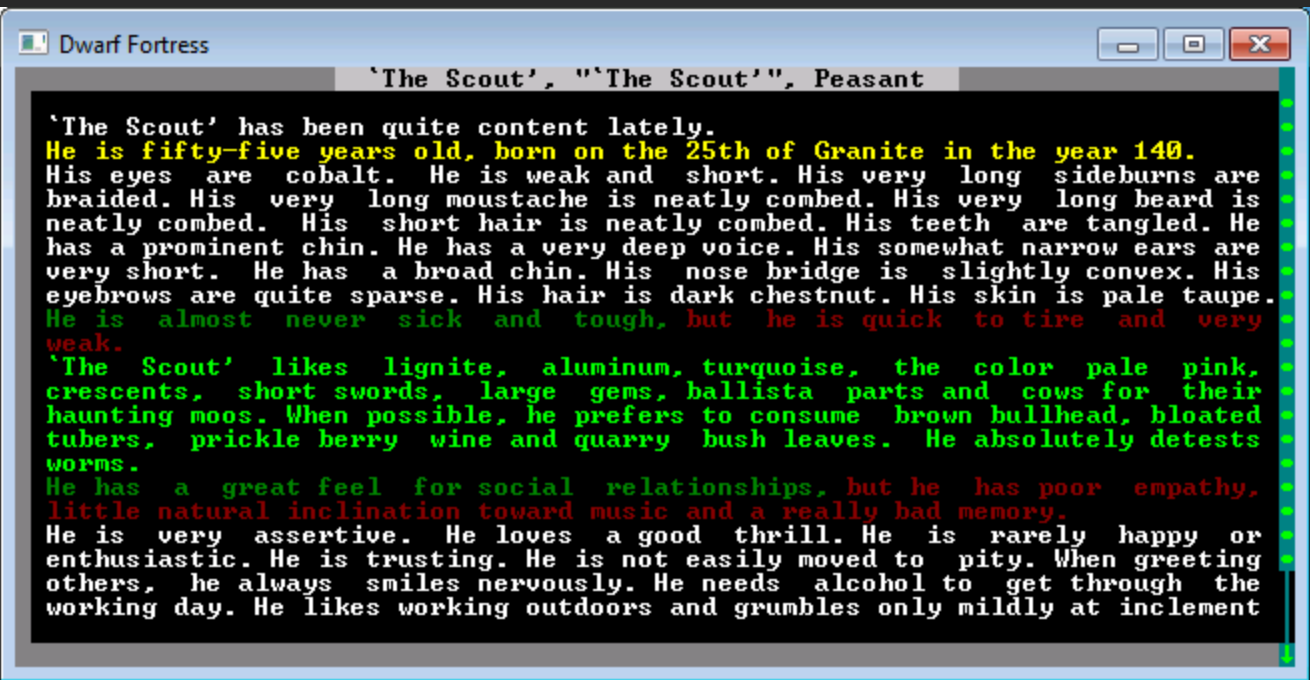
Jirido growled and started to reach for his weapon, but Oxul stopped him. The other dwarfs were still at the wagon, but they were

watching the two scavengers carefully, and almost all of them were armed. "Just do what the man says, Jirido. Damn it."

Oceanbridge had been reclaimed by its rightful owners.

[Spoiler](#) (click to show/hide)





Next: A Violent Welcome, and Introductions Galore.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Dermonster** on **November 26, 2011, 10:21:00 am**

The soulchopper (will) rise again!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Kogut** on **November 26, 2011, 11:14:26 am**

Quote from: varnish on November 23, 2011, 09:30:36 pm

The Madness fell first on Kogut, a harmless metalsmith. He went into a deep melancholy, and could not be awakened from it, not for hunger or thirst.

"Kogut", Weaponsmith is stricken by melancholy!

Requesting double redwarfing, as first male migrant (Kogut II) with child (Kogut III). And - is it possible to make him cook or metalsmith?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 26, 2011, 01:53:01 pm**

Exploration Begins:

"Tell all, Peregar. Tell me of the state you find our new home in."

Peregar was feeling unsettled. "It's a mess, Wilberforce. Half the place is flooded,



and it's been looted pretty thoroughly. There are a bunch of goblins about-"



"Goblins! All of this is their fault, no doubt. We'll have to slay them all, of course. More work."

"Not exactly. They seem... friendly. One of them told me that-"

"You've been speaking to them?"

"Yes. They say that they were caged up, and some sort of earthquake set them free. They seem pretty friendly. One of them gave me a piece of clear glass."4

Wilberforce shuddered. "Sinister. Dark things are afoot here, Peregar. Be on your guard."

Peregar wondered if he should have mentioned the ethereal baby he had spotted crawling around the halls, but decided against it.

Id Azuzònul. Ghostly Dwarven Baby	Undead
Ferric Elf Hammerman	Friendly

.....

Meanwhile, Neo had busied himself exploring the defenses of Oceanbridge. They were, adequate, if barely. He could see a dozen places where they could be improved. He tried to ignore the goblins who were watching him, and who would give him a friendly wave whenever he glanced their way.

He was caught off guard, then when a mud, blood and pus encrusted... thing jumped out of the bushes and knocked him to the ground. The beast was roaring unintelligibly, and reaching for his throat, and in shock he realized that it was another dwarf.



He fought to reach his sword, but the terrifying thing was so heavy that he could hardly move.

Then it went limp, and slumped to the side. Neo looked up, and saw the face of a goblin. It gave another little wave, and wandered off.

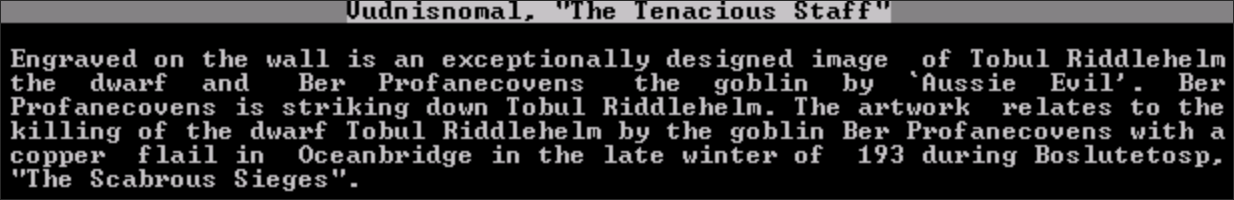
Neo got to his feet. What in all the gods names was wrong with this place? Friendly goblins, berserk dwarfs... Something had gone wrong here. Deeply wrong.

.....

From The Memoirs of Wilberforce Amber Ropenourished, Granite 196:

Dear readers, take note. I write this, at long last, from my new home, the Fortress of Oceanbridge. Difficult as it is to believe that it took my companions and I a year and a half to reach this place, the state we have found it in is even more unbelievable. Ruin; ruin and desolation! I don't know what fate my cousin Aban met here, but it seems that we arrive not as migrants, but as rescuers. But do any remain to be rescued?

After the morning plump helmets and egg, we met together in a muddy hall that may once have been used for meetings. Peregar reports that much of the lower levels are flooded, but that he has found masterfully made engravings that may tell us something of what happened here.



G, Neo, and the Scout are combing the halls for anything hostile, but have come up empty handed. Good news, that. Alkhemia though, looked worried as I spoke with her. Apparently the berserk survivor may have been a relation of hers.

Nevertheless, dear readers, take note. We may find ourselves in drastically reduced circumstances, but hardship makes for men of iron, as the poet once said. Or something of that nature. We shall make this our home, and dashed be those that try to stop us.

((Interesting. Not only was Alkhemia #1 still alive, but apparently berserk dwarfs remain on reclaim, and are still enemies? Disturbing.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Remalle** on **November 26, 2011, 02:46:08 pm**

I'd like to be redwarfed, please, preferably as close to the original as possible. Just say I recovered from my injuries in an off-site hospital, or something. Thanks for the great read (again), Varnish!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 26, 2011, 03:31:09 pm**

Whoa! It becomes epic from the very begining!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 26, 2011, 04:00:51 pm**

Journal of Scout:

We've arrived at Oceanbridge, and we gotta whole lot of crap goin' on already. The engravings are of dwarves bein' mangled by monsters. Theres a big flood, alot of trash on the ground and feral dwarves lurkin'. Not that im afraid of them. No way pal! Just gotta get a weapon and start caving in some skulls so that it'll teach those other idiots not to mess with Oceanbridge.

We brought too much useless crap along with us. Theres corpses and bones everywhere and we gotta just chuck them in a pile outside. I think I saw a few spirits about too.. might have to bury them instead. But I still think we outta throw em in a pile. After we settle in, clean up the place and recover some treasures I think im going to ask for that bridge to be finished. And get me the strongest hammer I can get my hands on. Maybe add a few statues on the bridge of myself doin' heroic deeds. Immortalized forever.

I think I saw an arena here. I gotta admit, these guys built a helluva a place if it weren't all broken and bashed up. I heard rumors that there was a few artifacts laying about, and I hope that they aren't damaged too much. But anyways, I need to ask our "great and wonderful leader" in the words of a suck-up, to quickly see to our defenses.

Also, this is to remind me to waste that feral dwarf later.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **November 26, 2011, 04:27:52 pm**

-requesting redorfig at appropriet time.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **bayar** on **November 26, 2011, 06:35:57 pm**

Also requesting redwarfing as my brother. Just give me a mace and let me frolic on the battlefield. Possibly even making the occasional carnage angel after a battle.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **IcepickTrosky** on **November 26, 2011, 08:32:22 pm**

I find it awesome that my dorf survived this one, but I've already had two die in Hellcannon. Though I guess, given the nature of that fort, I shouldn't be all that surprised. Request redwarfing (on the same character) at the first available opportunity.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 27, 2011, 11:41:01 am**

Reclaim update 3, GOOO!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 27, 2011, 01:22:37 pm**

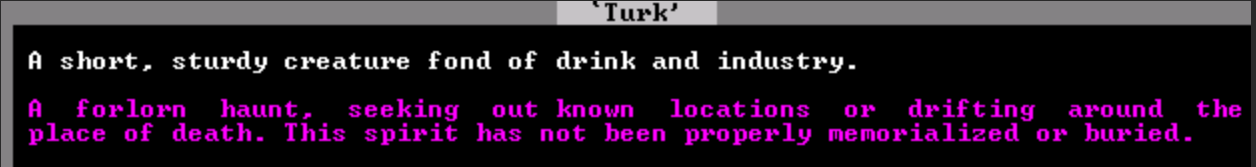
((Righto. Dull part of the reclaim right now, though))

Rebuilding Oceanbridge

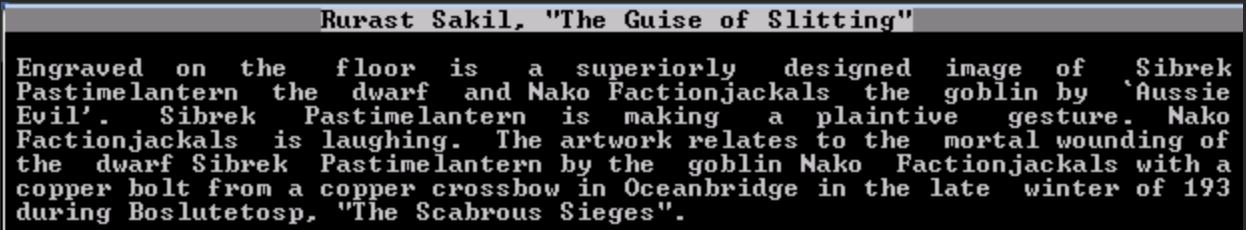
Goblins and maniacal dwarfs were all very interesting, but after the thrill of discovery began to wear off, Wilberforce and the others realized just how tremendous the task that lay ahead of them was. Tremendous, and dull.

Wilberforce quickly ruled out "cleaning up". Take what they need, bury the poor devils that needed burying, and get to work making the old fort livable, he thought. Leave the approximately ten thousand pig tail left gloves for the scavengers.

Making the fort livable wasn't going to be easy. G came back from his exploration of the depths white faced and shaken. The ghostly baby (which itself caused problems by wailing all through the night) wasn't the only ghost around. Fortunately, the things seemed content to wander through walls and moan. They did not seem disposed to answering questions, even when the Scout shouted various obscenities at it.



Flood waters were everywhere, and when they receded they uncovered strange, nightmarish carvings, all apparently the work of one dwarf. One seriously disturbed dwarf.

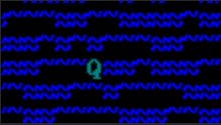


At the urging of the Scout, Wilberforce and the others started gathering the scattered rock blocks that were, in all likelihood, meant for the bridge. Another monumental task that would need doing.

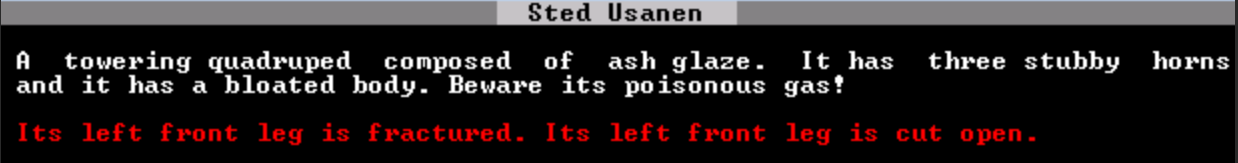


.....

It was out on the bridge that G saw the creature. He'd been watching the strange fish called marlin (they looked like they would make good eating) when he noticed was an odd wake in the water, far below. Then a shadow appeared, and then, it surfaced.



He stared, and to his horror, the thing stared right back. Turning away, G then ran back toward the fortress as fast as he could. This wasn't something he could handle alone.



He couldn't help but notice that the monster followed him.

Next: Summer is for Migrants! And Hideous Death Monsters.

((I've noted down all the dwarfings are redwarfings, and will work in as many as I can, next update. Let me know which ones I miss.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **November 27, 2011, 04:09:27 pm**

I'd like to be redwarfed, too. Something like the new guy finding a record, or engraving (if there is something about mine), and deciding to take up his name and weapon.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 27, 2011, 10:08:18 pm**

Summer, 196:

The monster hadn't attacked yet, by the time G made it back. In fact, it acted like it had no interest in attacking at all.

"What in Steddad's good name is that thing?" Neo shouted.

"Well, going by outward appearance, It looks like a quadruped, which I believe means four legged animal, or something." Wilberforce said. He was leaning over the edge of the bridge, watching the monster with every sign of interest "Shaped a bit like one of those long necked things that seem to love this island so. Why it's made out of ash glaze, I couldn't say."

Neo looked annoyed. "I can see that. What I mean is, why the hell is it here? And not in the hell it was spawned from?"

"That, my friend, I cannot answer. I'd be willing to put money down on that little fellow being one of the reasons we found this place in the state it is, though. I say, it really does seem to enjoy the waves, doesn't it? Look at him, he's almost frolicking down there."

"I hope it doesn't frolic its way up here, is all."

"Same here." Wilberforce watched the creature leap along a particularly large wave, then shrugged. "Nothing for it but to watch and wait, I think. I hope that our goblin friends will give us a shout should it make shore. Completely unreal as goblin friends are, of course." He shook his head. "This place baffles me."

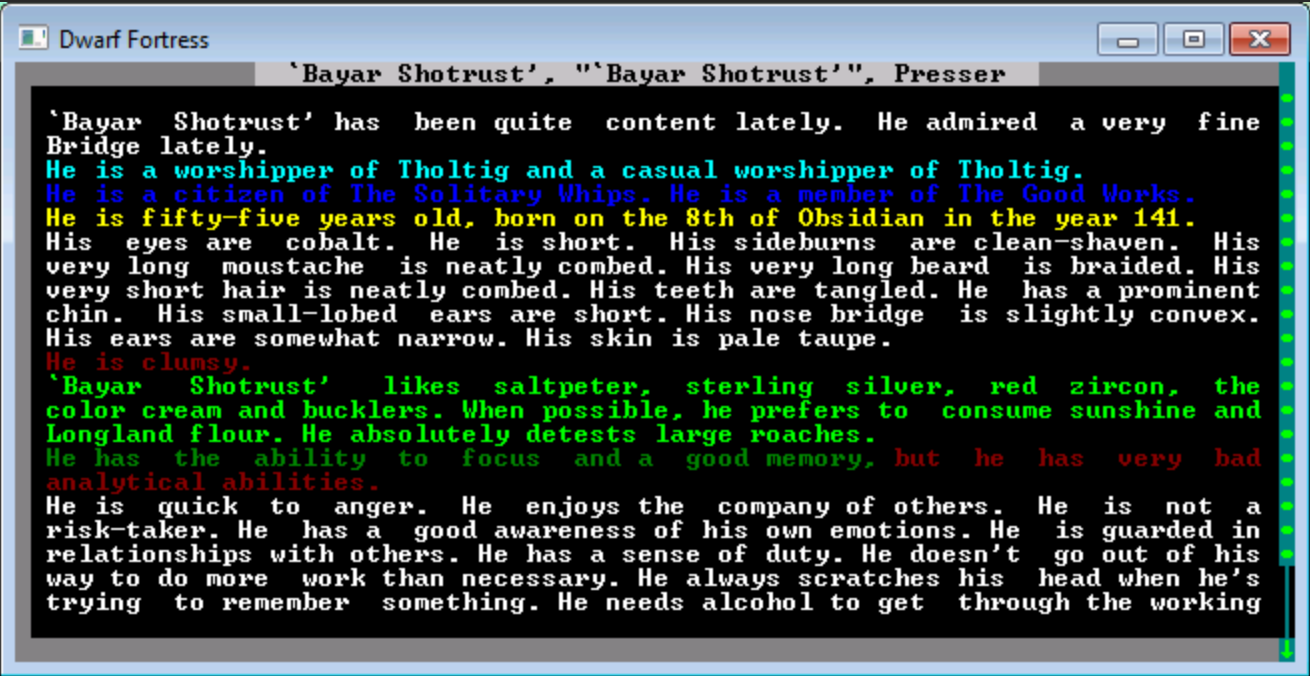
.....

From the Memoirs of Wilberforce Amber Ropenourished:

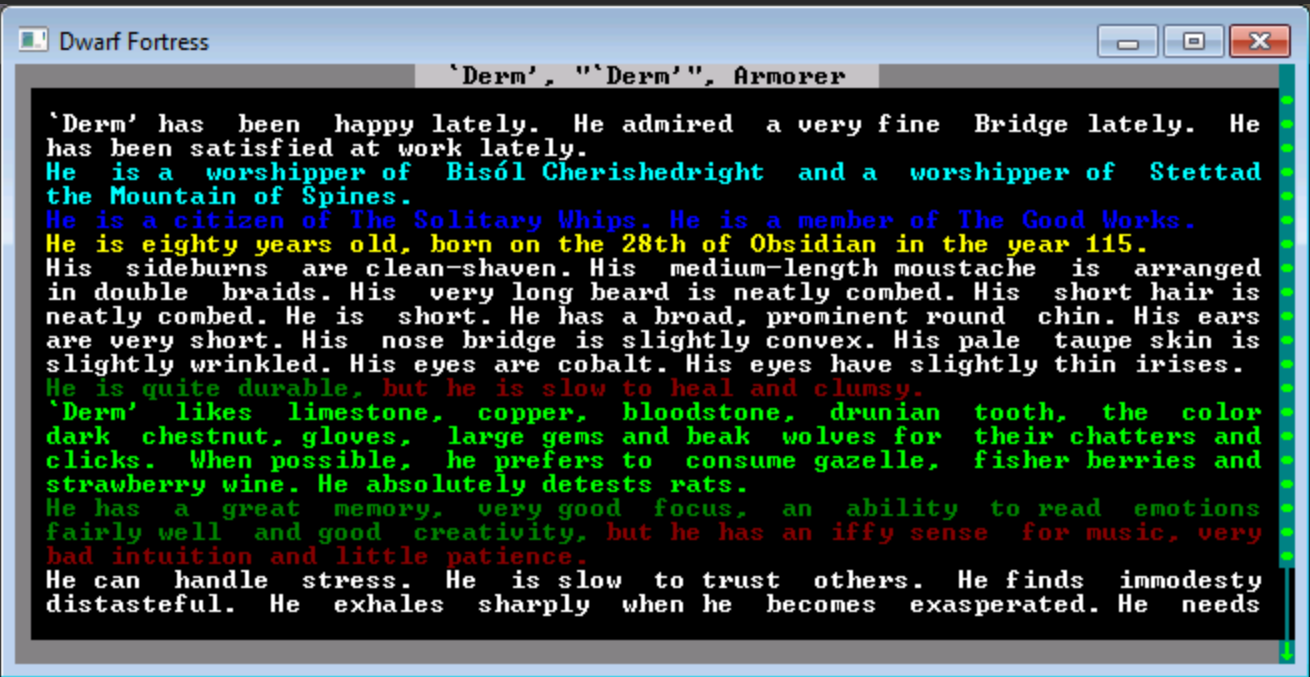
Good news springs from unexpected quarters! I think there's a saying like that. However you say it, today we rest comfortably in the knowledge that we are not alone here.



A group of three other refugees found our new home, their leader telling me they were guided here by a trail of wreckage and abandoned socks. We welcomed them with open arms, of course.



The three of them are soldiers, which benefits us quite a bit. The one fellow picked up an axe like it was made for him, in fact. I've seen that look in a man's eyes, before, but usually it involved love or exceptional ale



Unfortunately, they too could offer us little in the way of clues as to what happened here, or what occurs in the Mountainhomes. As I said, they too are refugees, fleeing from Atir knows where. One of them, poor fellow, came here in hopes of finding his brother. I had the sad task of informing him that his brother had likely perished, along with my cousin, and I am beginning to admit, everyone else who lived here.

Sad to think on, but we are dwarfs, and even more than that, I am a Ropenourished! We soldier on. Even in such unnatural surroundings as these.

.....

Early Autumn, 196:

Peregar had found something odd in his exploration of the deeper levels. A single basalt door, boarded up and reinforced with steel bars. After some hard work with a pick and a crowbar, he managed to get the door open, only to see a solidly built stone wall behind it.



“What have we got here”, he muttered. He’d heard a few rumours during the trip to Oceanbridge about artifacts. They hadn’t found a single one so far. Maybe this was the vault where they were kept!

What he found was a head high wall of water that nearly swept him down the stairs, into the unknown deeps. He barely survived the deluge, holding as hard as could to the roughly carved wall.



The room was empty, except for a few scattered gold nuggets, a barrel or two, and piled in a corner, more skeletons.



Many of the surprises in Oceanbridge were unpleasant.

Next: The Fighting Goblins of Oceanbridge

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Kogut** on **November 28, 2011, 03:12:22 am**

DF: room filled with gold is an unpleasant surprise.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 28, 2011, 03:36:39 am**

Quote from: Kogut on November 28, 2011, 03:12:22 am
DF: room filled with gold is an unpleasant surprise.

Spoiler (click to show/hide)
(http://imageshack.us/photo/my-images/256/9doors.png/)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **November 28, 2011, 03:56:35 am**

Quote from: varnish on November 27, 2011, 10:08:18 pm
A group of three other refugees found our new home
Bayar and Derm are only two not three ;D

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **kerlc** on **November 28, 2011, 08:44:52 am**

Quote from: peregarrett on November 28, 2011, 03:36:39 am
Quote from: Kogut on November 28, 2011, 03:12:22 am
DF: room filled with gold is an unpleasant surprise.
Spoiler (click to show/hide)
(http://imageshack.us/photo/my-images/256/9doors.png/)

is it just me, or does the style of drawing seem similar to Cyanide & Happiness (http://www.explosm.net/comics/2616/)?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **November 28, 2011, 08:51:42 am**

Quote from: kerlc on November 28, 2011, 08:44:52 am
Quote from: peregarrett on November 28, 2011, 03:36:39 am
Quote from: Kogut on November 28, 2011, 03:12:22 am
DF: room filled with gold is an unpleasant surprise.
Spoiler (click to show/hide)
(http://imageshack.us/photo/my-images/256/9doors.png/)

is it just me, or does the style of drawing seem similar to Cyanide & Happiness (http://www.explosm.net/comics/2616/)?

Looks like that. I found it here http://www.freegameaccess.com/play-9-doors.htm (http://www.freegameaccess.com/play-9-doors.htm)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 28, 2011, 06:24:24 pm**

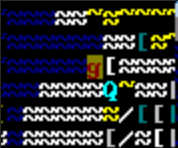
Lets remove the goblins in the bloodiest way possible.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **November 28, 2011, 08:32:14 pm**

((Man, we aren't going to kill the goblins. The goblins are my bros! ... Oh, fine. We won't kill them yet.))

The Attack of Sted Heartlegends the Godly Crevices:

The forgotten beast (hardly forgotten now) finally came ashore in mid-autumn, while Bayar and Neo were on patrol on the walls. A shouted warning was all it took to get the gate closed , and after that the two soldiers watched with curiosity as the monster rampaged up and down the empty beach. It stopped when a group of goblins spotted it.



A fast and violent fight followed. Neo and Bayar kept up a running commentary.

“Now that’s interesting. I’ve never seen something like that before.” Bayar pointed with his mace.

“You mean, a goblin, flying through the air after being punted by a huge monster made out of ash glaze?” Neo watched as the goblin came down, wincing as it crashed (or perhaps “burst” was more appropriate) on the beach.



“Yeah, that.”

“Not many people have, I think.” They watched as another goblin followed the second.

The fight finally turned around when Jirdo and Oxul, the human scavengers, joined in. Neo heard one of them yell “Damn it, you’re not getting my mugs!”

The beast shook them off, but the distraction lasted just long enough for one of the goblins the strike a hard blow right to the things midsection. To the amazement of everyone involved, the goblin’s scimitar cracked right through the monster’s surface, setting off an explosion of ash and dust.



When it cleared, the monster lay in pieces on the beach. The goblin who'd killed the thing scrambled up onto one of the pieces, and, waving toward the fortress, shouted "Bosa! Bosa!"

```
This is a iron scimitar.  
One Kill  
Sted Heartlegends the Godly Crevices the forgotten beast, d. 196  
Slayer  
Bosa Hoodtick the goblin, one kill
```

Neo almost applauded, despite himself. "These are some pretty damn useful goblins."

He had started down the stairs when he happened to glance down the beach. He saw a small group of dwarfs making their way through the wreckage that still littered the shore. "More migrants?" he thought.

Next: The Story of Two Survivors.

((also, I miscounted the migrants last time. Soon, however, dwarfs for everyone))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **UltraValican** on **November 28, 2011, 08:46:53 pm**

Bosa, Bosa
Dungeon? Dungeon?
Odd Victory Cry...
Anyway redwarf me as
Name: Profesor.Featherlog
Gender: Male
Same job as Garry, except he wants to examine every sentient being known to dwarf....(He was Gary's uncle)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **November 29, 2011, 02:21:32 pm**

TAKE THE LEMONS BACK, GOBLINS!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **December 01, 2011, 03:17:43 pm**

Don't die on me, Oceanbridge!

((It's not dead. Just restin'. Less going on in this post than I intended. Ah well.))

Two Survivors Arrive

It was the largest meeting held in Oceanbridge since it had been reclaimed. As there were only fourteen dwarfs there, it wasn't large at all. Voices echoed off the mud covered walls in the huge old dining room.

Wilberforce had called the meeting after first speaking to the new arrivals, whose names were Balnash and Remalle, at the front gates. They had arrived, filthy and exhausted, barely alive. Which was how the other migrants had arrived, and how most of the inhabitants felt. But when Balnash had informed Wilberforce that he and Remalle came from Oceanbridge, and had been there when things fell apart, he decided it was worth a meeting, at least.

"Tell all, Balnash. We are all aquiver with anticipation."

Balash was uncomfortable, not used to so much attention. "Ain't too much to say. Most of us who stayed sane just kept down and tried to keep livin' when things got bad. The place was horrible, no one was in control, and you didn't dare step up to the upper levels for fear some mason might bash in your brains. Happened to a guy right in front of me, in fact. I got to be honest, I wasn't sure of myself at that point."

"And well, it got to be that there were bodies lying everywhere, and no one with the will to do a damn thing anymore. Aban and Gar and the rest had just up and abandoned us. So I picked up my spear, drug this guy out of bed," here Balnash pointed to Remalle," and left myself. We've been hidin' out in the jungles since then, survivin' on what we could find." He spat. "You get damn sick of monkey after a while, let me tell you."

Wilberforce interrupted him. "So, you tell me that my dear cousin Aban and others might still be among the living?"

Balnash shrugged. "Don't know. And since they just left me and the others to die, I don't much care."

Remalle spoke for the first time after that. "I'm sorry I can't add anything much. I was unconscious most of the time. But I think the gods might have cursed this place. The old mayor tried to ban the worship of Rakust... and after that, everything went wrong."

"A curse?" Wilberforce looked thoughtful, then shrugged. "Curses will have to wait. For now, I'd like a tour of the old grounds, once you two fellows get your energy back. Don't worry about drink, we've got plenty of the stuff to fill you with vim and perhaps even vinegar."

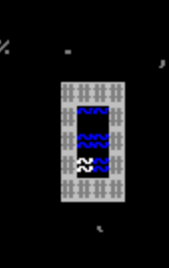
"What?"

The Scout took Balnash and Remalle in hand. "Come on, I'll show ya to the booze room. We got piles of the stuff. We'll get drunk for a damn week, and then..." he smiled "Then we'll really start drinking. Welcome back."

.....

Several Days Later: An Excerpt from the Tour

"And that exceptionally deep well just west of the burial chambers?"



"That's the magma pump stack, I'm thinkin', or what there was of it-"

Peregar had followed along with the tour. When he heard that, his eyes went wide. "You people built a magma pump stack? Why didn't you mention that before! I have to see this!"

"You'll need some pumps to pump out the water first, Peregar- Ah, never mind. Watch that man go." Peregar had already left the room. "We won't see him back for days. What about those pumps up above, that lead to grates?"

Balnash scratched his head. "I think that was the baths?"

"Baths! Truly a place of wonders, this!" While Balnash was trying to figure out if that was sarcasm, Wilberforce continued, "So, you say this place fell to a curse? Well, I enjoy a good thrilling story as much as anyone, but I'm not one to let a curse bother me. We stay, and we build and damned be the fellows who say no. That's the code of the Ropenourished family."

"Strange code."

.....

The next morning Bayar was woken up by a loud scream. This kind of thing wasn't normal (yet), so he was out of his bed and into the dining room in a matter of seconds.

►Zulban Tunumstiz, Ghostly Carpenter batters 'Neo', militia commander!

What he saw left him breathless. Neo was on the floor next to a table, his back twisted into a painful looking position. He was moaning, proving that at least he was still alive.

Standing over him was an odd transparent, dwarf-like shape. It turned to face him, and Bayar saw a face distorted by hatred and malice. Then the shape dissipated, fading into the floor and the walls.

"What the hell was that?"

Zulban Tunumstiz

A short, sturdy creature fond of drink and industry.

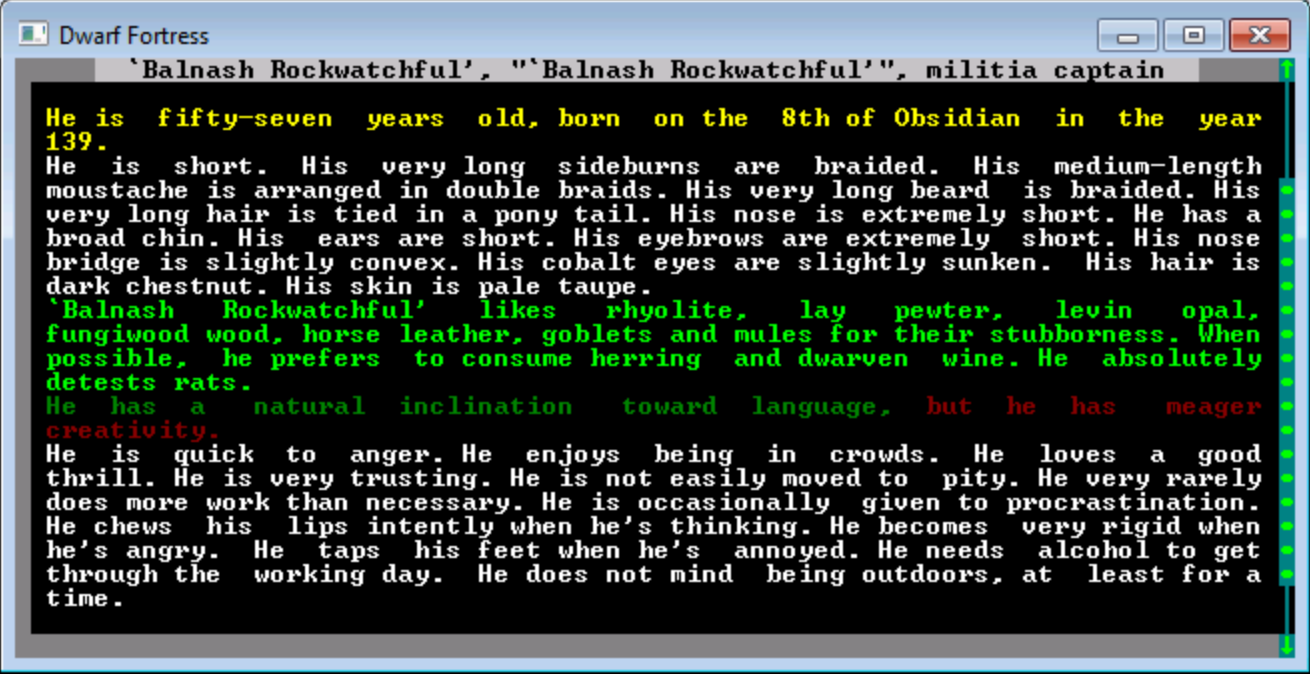
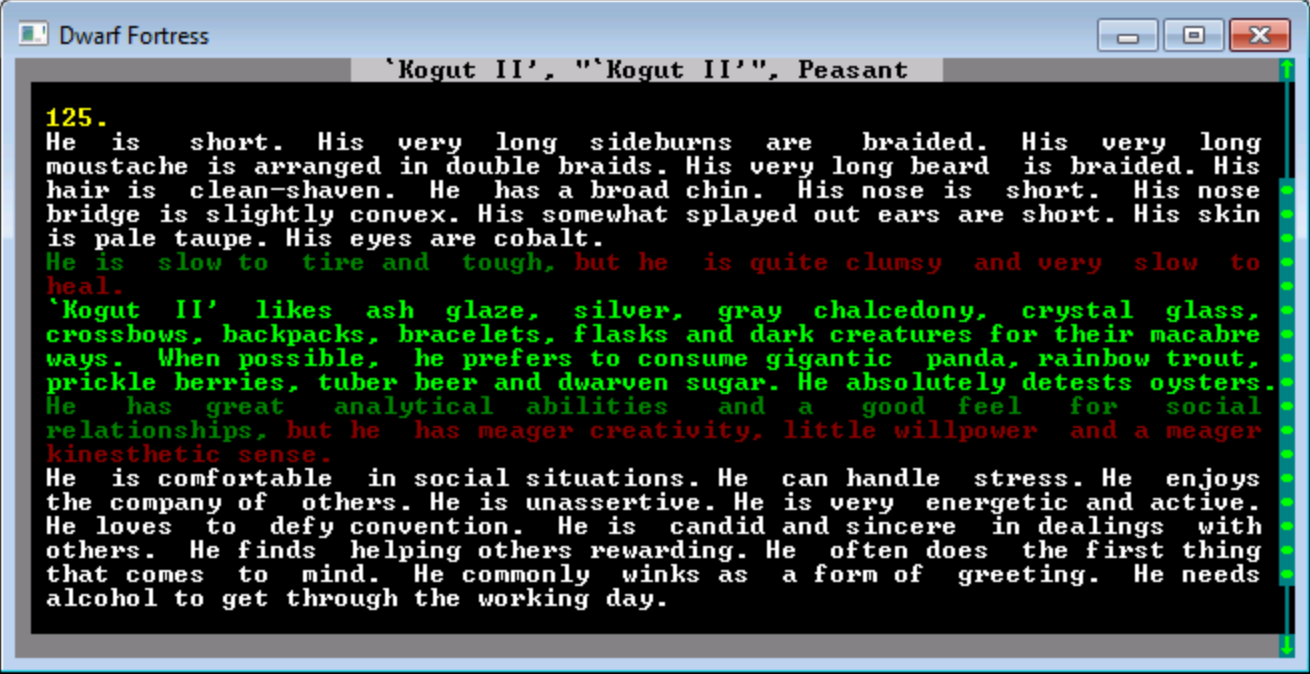
A violent ghost. This spirit has not been properly memorialized or buried.

As he did his best to pick Neo off the floor, Bayar didn't notice a second figure drift out of the wall, and follow after him.

►Eraĭ Otungalāth, Ghostly Dyer is following 'Bayar Shotrust', Presser!

Dwarfs:

[Spoiler](#) (click to show/hide)



((You may notice some slight differences in Balnash and Remalle. No doubt the trauma they experienced was so great that it echoed backwards on their own personal timelines, changing not only personality, but age, professions and beliefs. That's my explanation, anyway.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Remalle** on **December 02, 2011, 01:32:43 am**

Balnash, you saved me! My hero <3

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **December 02, 2011, 02:25:08 am**

Oh. I just realized - if we had to punch through aquifer upon first embark, then after reclaim whole lower fortress is flooded? or what?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 02, 2011, 06:51:49 am**

That never happened to me, and I reclaimed forts plenty of times.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **December 02, 2011, 09:42:43 am**

Violent ghosts are funny. But, I don't want people to be beaten to death with their own arms.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 02, 2011, 10:33:47 am**

I'm not sure what caused the flooding, having not done many reclaims myself. Normal or not, the entire magma pump tunnel thing is filled with water, and it doesn't appear to be draining. Very annoying.

Another interesting result: Before the above ground was salt water, and the underground fresh. Now it's all salt water. Do dwarven desalinization plants still work?

Quote from: Masked Hunter1825 on December 02, 2011, 09:42:43 am

Violent ghosts are funny. But, I don't want people to be beaten to death with their own arms.

Well, who would?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 02, 2011, 11:52:13 am**

((tiny update))

From the Memoirs of Wilberforce Amber Ropenourished

Now, dear readers you might well wonder what else we learned from these two, considering all that they must have seen. Very little, which is a disappointment all around, really. I've pressed them a bit for details on their adventure in the jungle, which I can see making quite a story! But all I've got from the man is that it was miserable, hot, and that rats ate all of their food, "so we ate the damned rats". Remalle, who is a mass of scars, seems able to remember very little.

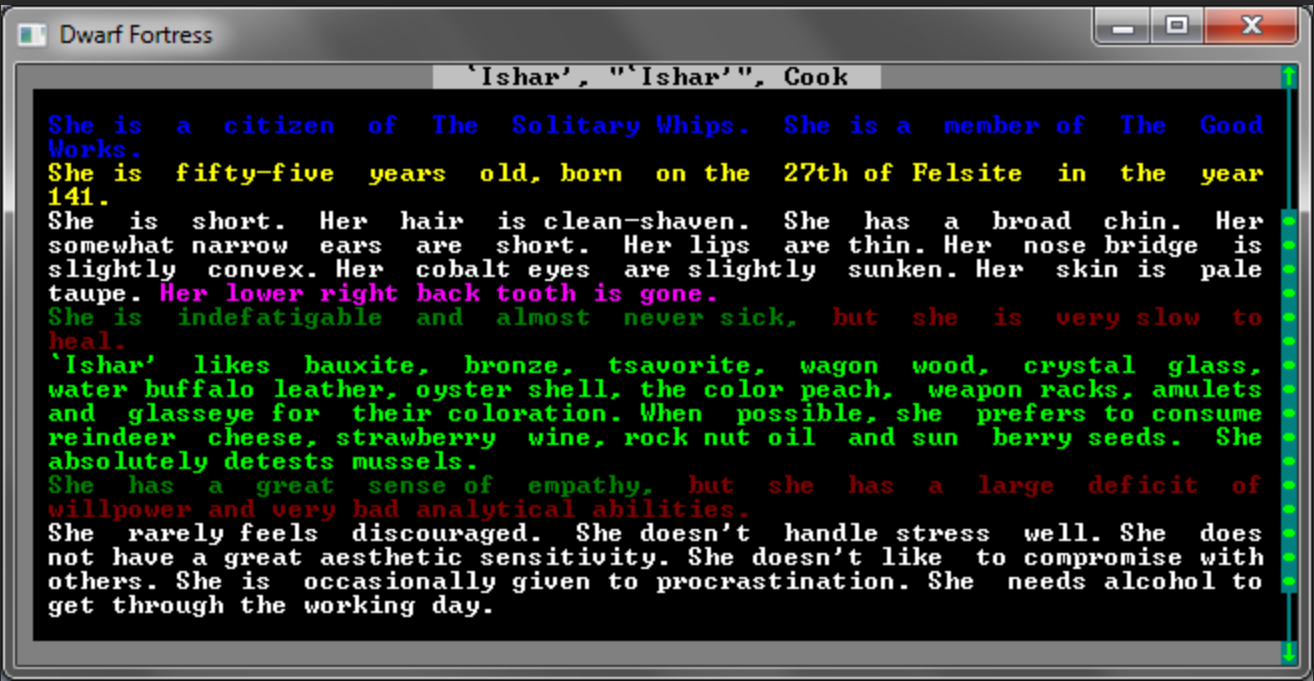
Meanwhile, the infestation of ghosts has proved more trouble than thrills! Poor Neo is badly, badly hurt.

46: Status Wou

lower body, bone
Compound fracture
Smashed apart
lower spine, cartilage
Compound fracture
Cut apart
lower spine, nervous tissue
Heavy bruising

Broken back, and all. We'll do our best for him, but not one of us is a doctor, so our best might be pretty mediocre.

We have a few new fellows around, wandered in from parts unknown. No news from them either, but the more here, the better, I say. One goes by Kogut II, a relation of an original inhabitant. The other, Kogut's wife, calls herself Ishar. Not her real name, of course, hardly a dwarfs name, that one.



She took it from one of the more dramatic carvings in the dining hall, depicting a strange animal being pierced through the eye by a crossbow bolt. Ghastly stuff, really. Par for the course here, dear readers.

Next: Putting Ghosts to Rest 101

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **December 02, 2011, 12:48:48 pm**

If I recall correctly, that may heal. It's only severing that would permanently remove my ability to walk.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **December 02, 2011, 01:18:15 pm**

I think we should make coffins and slabs. Set the memory hall all along the Bridge!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 02, 2011, 03:04:34 pm**

Quote from: neo1096 on December 02, 2011, 12:48:48 pm

If I recall correctly, that may heal. It's only severing that would permanently remove my ability to walk.

((I think it's a bit worse than that. He won't get up, and with no source for water on the map... Anyway, small update #2!))

Ishar was examining the engravings in what was being called the Baying Troll Gallery (an alarming number of the creatures were depicted), when she found Remalle. He was kneeling beside a smooth, chest high piece of limestone, chipping away at its surface with a steel chisel.

Curious, she asked, "What are you up to, Remalle?"

Remalle didn't look up from his work, but said "I'm carving a memorial tablet for Zulban."

"Zulban?"

"That's the name of the angry spirit that attacked Neo. I vaguely remember him from the... old days. He was always pretty easy to upset, you know. Didn't like being left out of things. I just thought if I made something... to show him he's not forgotten, he might leave us all alone."

Ishar watched in silence as Remalle carefully carved a short message into the polished face of the rock. It only took a few minutes.

This is a limestone memorial to Zulban Tunumstiz.
The slab reads "In memory of Zulban Tunumstiz / b.117 d.195 / Lover of bracelets".

"That's it then. I put down what I remember about him." He frowned, sensing that Ishar noticed the lack of... details. "Well, I didn't know him all that well. He did like his bracelets, though."

Working together, they stood the memorial up in the tombs, setting it in a corner near a vein of gold.

Perhaps it would work.

Zulban Tunumstiz, Ghostly Carpenter has been put to rest.

Next: Problems

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 02, 2011, 04:28:50 pm**

Quote from: varnish on December 02, 2011, 10:33:47 am
Another interesting result: Before the above ground was salt water, and the underground fresh. Now it's all salt water. Do dwarven desalinization plants still work?

When passed through a pump, any water becomes fresh. As far as I know, wells don't do this, and melted ice isn't good for anything. And you already have a shitload of useless water in the magma pump stack, and in the lower levels, so that seems like a logical place to start.

And, if you don't mind me saying, I find violent ghosts beating people up with their own body parts hilarious.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 02, 2011, 07:28:50 pm**

Quote from: Ishar on December 02, 2011, 04:28:50 pm
When passed through a pump, any water becomes fresh. As far as I know, wells don't do this, and melted ice isn't good for anything. And you already have a shitload of useless water in the magma pump stack, and in the lower levels, so that seems like a logical place to start.

((... Well, damn it all. Anyways, short update three! *That's what you get!*))

From the Memoirs of Wilberforce Amber Ropenourished, Mid-Winter 196:

A sad day, dear readers, as I was forced to lay the remains of my dear friend Neo to rest in the catacombs here at Oceanbridge.

Neo, Mason has died from thirst.

We fought for him, I'll say that. Not one of us didn't take a turn at the medical books, looking for treatments. Breaks were immobilized, wounds sutured, splints splinted. But he never woke, and he never took water or food.

So I buried an old friend today. I took the time to think back on our journey here; the time we got lost in the Jungles of Murdering, fighting off giant squid in the Hideous Seas, the time Neo was almost devoured whole by an alligator... And I remembered the bad times, too. And then we all drank a toast to him, using the traditional barrel of mourning. Followed by the traditional second barrel of what were we doing, who knows, here's another toast to you fine fellows! And the third barrel, the one you wake up in the next morning, sick as a dog.

We move on, as before. Alkhemia found a lower section of the magma pump forge, and with a few swings of her pick, let the water loose. There's a poem there, something about water swiftly, etc, pouring swiftly, and so on. You know the words.



Soon we'll see this pump. I've no doubt that Peregar is eager as a duck. Ducks, I believe, are very eager.

Next: Return of the Ape-Men

((I know I'm missing some dwarfings and redwarfings. If I missed you, let me know! I am far too easily confused.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 02, 2011, 07:40:26 pm**

Hm, an idea: Have you built the WHOLE magma pump stack before it was flooded? If at least the mining part is done, you could free it quite easily: pump out water from the level of the first pump somehow, and then use the magma pumps to drain water from the levels below. That should clear things up. You'd have to do something about the surplus water though, but the fort is short on drinking water anyway, so might as well store it.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Dermonster** on **December 02, 2011, 08:18:27 pm**

Soulchopper here!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **December 02, 2011, 08:29:24 pm**

((I thought I already got Derm in? Well, he's dwarfed anyway, and will be seen soon. In the meantime, *this* update:))

Oceanbridge (Briefly) Besieged:

Bayar and Wilberforce were looking hauling more stone blocks up to the bridge when the Scout came racing to meet them

“Enemies at the gate! Looks like... some sort of six armed apes! Shall we raise the bridge?”



Wilberforce shook his head, and carefully set down his block “No. Let the traps give a few of them a taste of our steel, then we’ll meet them on the field!”

the Scout grinned "Damn right! Now that's the kind of order I like!" He ran off to gather the rest of the troops.

Bayar, meanwhile, climbed a ladder onto the wall, and watched as the things charged... and kept charging, straight past the gate. He shouted down “Well, it looks like they’re ignoring the traps for now. They’re attacking... looks like a yak?”

Wilberforce climbed up, and looked to where Bayar was pointing. “Poor beast. Can't save it though. We'll hold here and wait for them to tire of it.”

.....

Peacespray was, as his name indicated, a peaceful yak. He loved nothing more than grazing, and urinating in tremendous streams (as the other half of his name indicated). A simple yak, with simple pleasures. But like any peace loving creature, he had his limits. And when a bunch of manner-less six armed apes interrupted his best grazing time, Peacespray lost his temper.

The first ape-man was fortunate; Peacespray only gored him a few times before crushing his skull with his hooves.

The Yak Bull kicks The Dark Strangler Wrestler in the head with his right rear hoof, bruising the muscle, jamming the skull through the brain and tearing apart the brain!
The Dark Strangler Wrestler has been knocked unconscious!

The second punched the yak’s tail, bruising the muscle. That was all it managed to do, as the enraged yak bull turned, knocked it down, and... taught it a lesson.

The Yak Bull gores The Dark Strangler Wrestler in the second right hand with his left horn, bruising the muscle!
The Yak Bull gores The Dark Strangler Wrestler in the second left hand with his left horn, shattering the bone!
The Yak Bull gores The Dark Strangler Wrestler in the right upper leg with his right horn, shattering the bone!
The Yak Bull kicks The Dark Strangler Wrestler in the second left hand with his left front hoof, shattering the bone!
The Yak Bull kicks The Dark Strangler Wrestler in the second right upper arm with his right rear hoof, shattering the bone!
The Yak Bull gores The Dark Strangler Wrestler in the left ear with his right horn, tearing apart the cartilage!
The Yak Bull gores The Dark Strangler Wrestler in the right lower leg with his right horn, shattering the bone!
The Yak Bull kicks The Dark Strangler Wrestler in the left upper leg with his right front hoof, shattering the bone!

The rest of the ape-men fled, hooting in terror. Peacespray snorted and pawed at the ground a few times, but once he saw the threat had ended, he returned to his grazing, satisfied.



the Scout returned, astonished to find the battle was over before he'd even had a chance to fight.

"I think we need to train up some war yaks."

Next: Migrants and Waterfalls

((Well, anyway.))

From the Memoirs of Wilberforce Amber Ropenourished, Spring 197

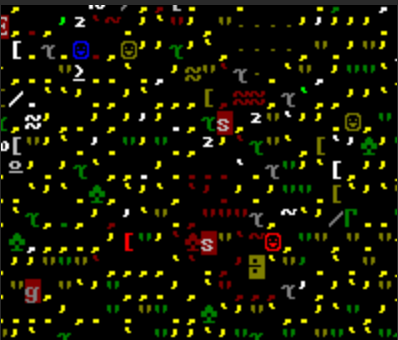
One year, my readers! And, if the records we’ve found are telling us the right thing, six years have passed since this fortress was founded. We inaugurated the new year properly, with a good old fashioned waterfall.





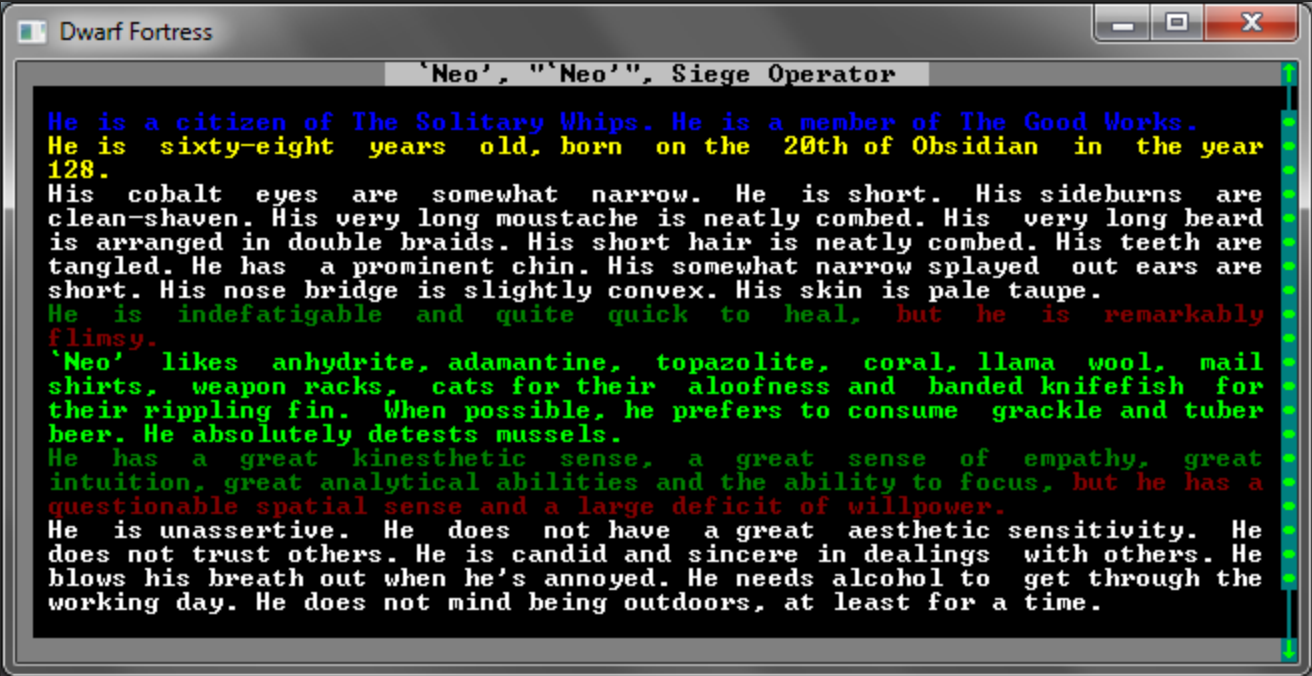
It's just a little thing, but Peregar and Alkhemia are rightly proud of it, and the mist it scatters about the dining room is quite refreshing. We have no need to fear accidents with it, as well, as we've built a nice fence just for that circumstance. No one will fall to their death after a night of slight excess here. Not down the waterfall, at least.

And more migrants arrived at the gate.

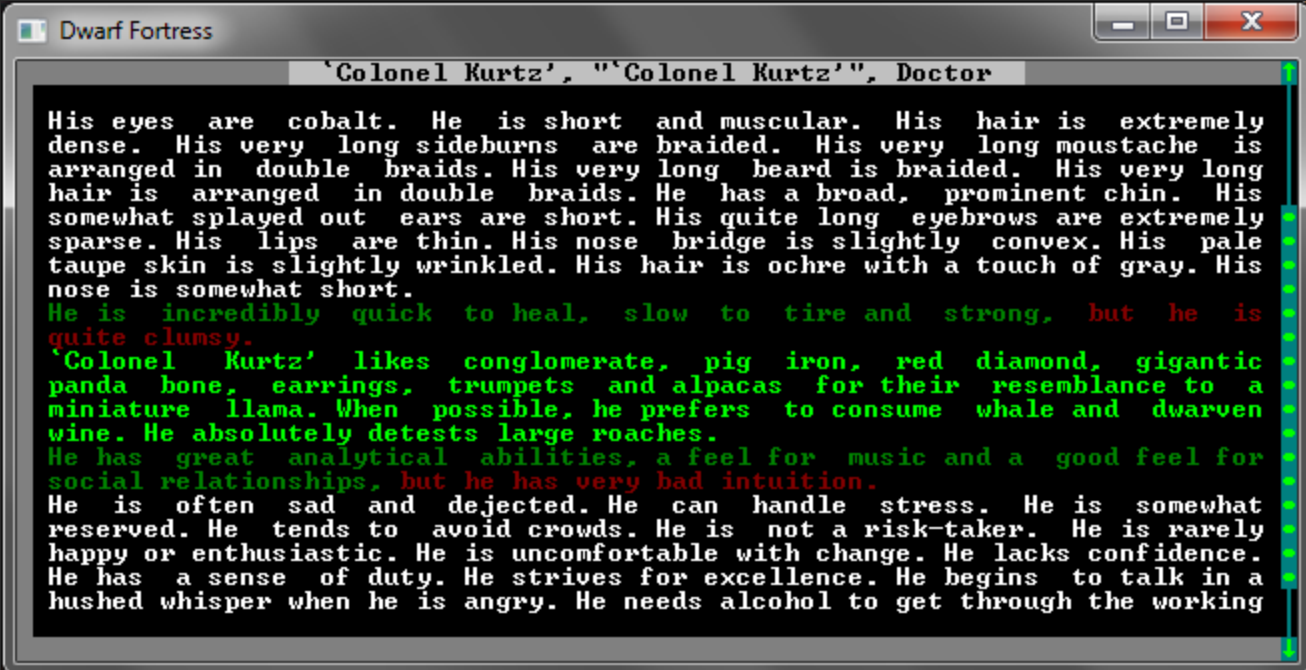


To my surprise and uncertainty, they came with news of the mountainhomes, but nothing good. The queen raves in her chambers, strange sounds echo in the caverns, doom approaches. A saga in the making, and not one I'd like to a part of. Those saga writers rarely have a place for dwarfs such as myself. It's all Shield-Dwarf this, Olon's Bane that, and on and on. Tiresome stuff.

But I digress. The migrants! I've met a few exceptional fellows. Another Neo, which is odd. I'd not thought it a common name, and he seems almost the brother of my old friend.



A doctor by the name of and rank of Colonel Kurtz. Doctors of any sort are, of course very welcome here. No doubt we might have saved Neo's life with the expertise of someone like him. Seems calm and rational, just the thing a doctor should be.



And last of all, a dwarf skilled with a hammer, name of Doctor Kill Patient. Why we've got a doctor in the army and a colonel whose a doctor is a puzzle, but not one I intend to solve. He and Derm are training as I write this, and, dear reader, the noise from Derm's steel great axe meeting Patient's steel warhammer is more than a man like me can bear. I'm off to the brewery, for a bit of the thing that soothes.

Derm:

[Spoiler](#) (click to show/hide)



Next: Violent Ghost Babies

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Hitty40** on **December 03, 2011, 05:56:20 pm**

May if I ask, is G still alive or is this a new reclaim? I'm confused.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 03, 2011, 06:25:15 pm**

G is alive and well! Same reclaim, at least so far. I apologize if I've made it confusing.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **IcepickTrosky** on **December 04, 2011, 03:21:36 am**

Scribblings of Balnash

They sent out some new dwarves to reclaim the place.... why I can't imagine, maybe the lot 'of 'em at the Mountainhomes are sadists. Well, I dragged Remalle outta that deathtrap, and we subsisted until the reclaimers showed up.

The new expedition leader, some fella named Wilberforce, is a real piece o' work, he's actin' like he's gonna take this place by storm. Well here's hopin' he does and the opposite ain't true.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Siverix** on **December 04, 2011, 04:12:12 am**

So was my request missed or did you just not get any professional-heroes potash makers

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **December 04, 2011, 09:40:26 am**

request redorfin: Di-2, military dwarf, and get him\her that artifact gauntlet please.
And by the way, wells would force dwarves to drink even salty water, did you have any? As for desalinization, Sphalerite had conducted research recently and concluded that saltines is tile attribute much like aboveground. Probably everything below aquifer was marked salty on reclaim, should underground desalinizator fail, try building one on levels above ocean.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Hitty40** on **December 04, 2011, 12:09:35 pm**

I request a mandate of a bedroom made of gold.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Haika** on **December 04, 2011, 09:13:30 pm**

All caught up, and quite enjoying the read so far.

Dwarf me when you please: Roy the Animal Caretaker(Trapper might work as well)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 05, 2011, 11:44:34 am**

((Short one now, big update later))

Spring in Oceanbridge: Ghosts, Monsters, and Other Fun Things

Mosus, a glazer had been enjoying a quiet drink in the dining room (there wasn't much glazing work needed) when she heard what sounded like a child's voice.

Looking around, she saw that she was still alone. There weren't any children in the fort anyways, she thought. Just her imagination.

Then she heard the voice, right beside her ear. One soft whispered word: "Die."

Ed m M r lil r, Ghostly Dwarven Child batters Mosus Vab kkol, Glazer!

Some sort of force hit her hard in the back of the leg, snapping the bone like dry wood. She blacked out, but before she did, she thought she heard a child laughing.

As she recovered in the hospital, Remalle and Balnash combed the surface for remains. They had buried well over twenty since they had come back, and it looked as though that would just be the start.

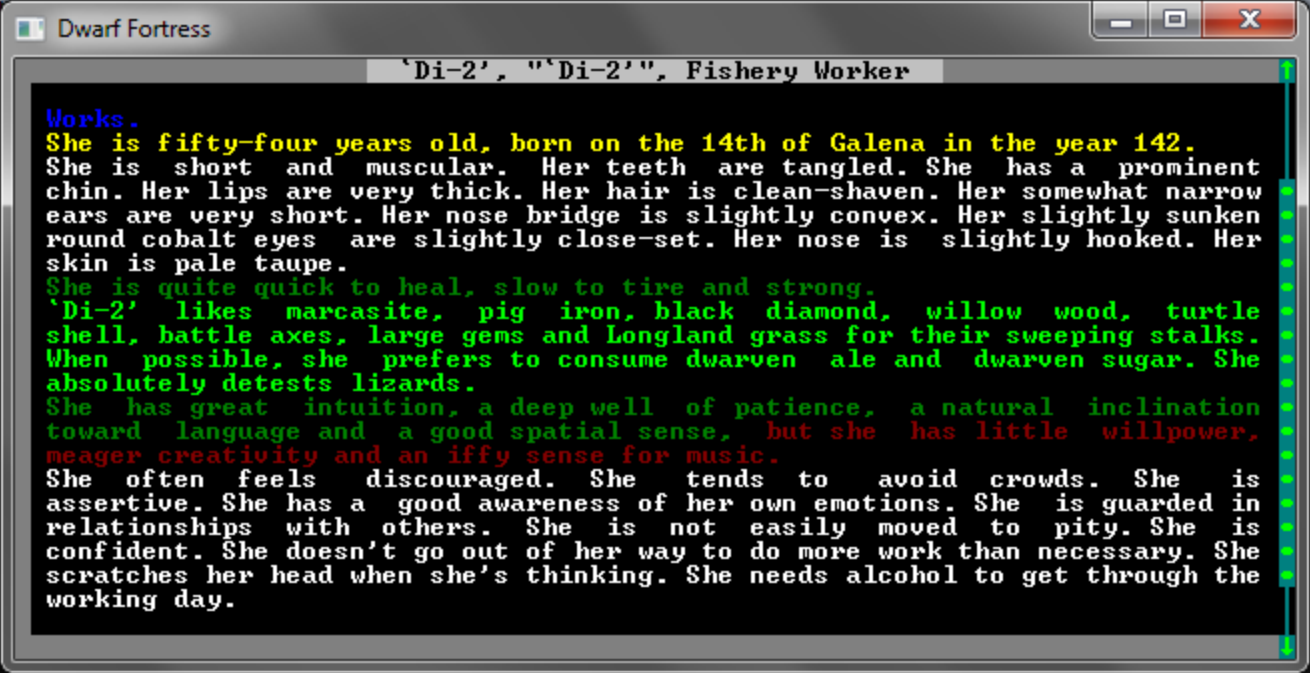
.....

Life went on. The soldiers, led by the Scout and G, kept themselves busy by fighting the various creatures that crawled up from the underground. Flying severed heads, fish-frog-men, walking birds, crundles... all in a day’s work. One nightmarish day’s work.



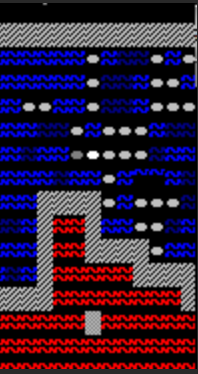
Di-2, a new soldier, proved her mettle by killing two of the flying heads with an iron sword. Remalle carved a nice engraving in her honor. Wilberforce was beginning to seriously question the practice of allowing people to name themselves.

[Spoiler](#) (click to show/hide)



.....

Water levels had receded to the point that the old magma forges were visible.



The old magma pumps, unfortunately, had been blocked up by obsidian. Peregar and Alkhemia had plenty more work ahead of them.

Next: Blood, Violence, and a Seance

.....

Quote from: Haika on December 04, 2011, 09:13:30 pm

All caught up, and quite enjoying the read so far.

Dwarf me when you please: Roy the Animal Caretaker(Trapper might work as well)

((Thanks! Also, you have my sympathy.))

Quote from: Siverix on December 04, 2011, 04:12:12 am

So was my request missed or did you just not get any professional heroes potash makers

((No potash makers, heroic or otherwise. Plenty of soap makers, though))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **Siverix** on **December 05, 2011, 02:19:45 pm**

i'll take one then

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **Di** on **December 05, 2011, 02:46:38 pm**

Are all dwarven women bald headed? :o
Good writing.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**

Post by: **DrKillPatient** on **December 05, 2011, 06:10:09 pm**

From the journal of Dr. KillPatient, Malpractitioner
I have recently obtained a certified degree in malpractice of the most depraved order, and so was sent away from the mountainhome *"for the safety of the patients."* In reality, it was probably a result of the other doctors' envy... Bah! Spineless cowards can't stand the

sight of a few gallons of blood, so they lobby the council to send me off! Ah well, perhaps now I can hone my medical skills without the Captain of the Guard breathing down my neck like he was at the mountainhome. The cocky bastard told me that my record 98% patient mortality rate was *too high*!

Anyway, it's apparently come as a shock to the fortress's inhabitants that a doctor might occasionally decide to perform his medical training in such a sporadic and fast-paced manner as I do-- as if the children are going to miss a cat or two! Besides, what do they plan to do here to keep their own medical skills in check?! It figures they don't have any decent doctors here. In fact, my fellow dwarves hardly seem sane at all! They continuously refer to me as a "*soldier*", or a "*hammerdwarf*" or something like that.

Ah, I suppose I can bear it for the good of Oceanbridge. The folks here took me in so kindly, after all.

((I suppose that explains me being in the military. I'm completely insane and actually think I'm performing potentially life-saving operations by beating the "patient" repeatedly with a hammer. Apparently I make a great soldier because of it, and the other dwarves play along with my delusion as a result. As for Colonel Kurtz, perhaps he was a soldier, but became a doctor after he took an arrow to the knee.))

By the way, two requests if you don't mind: Could you give my dwarf the custom profession name of "Malpractitioner", as well as post his personality/items/skills pages?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 05, 2011, 06:16:06 pm**

((Largish update! Few Pictures! Mostly Text! Thrills!))

Kogut II was looking worried when he said, "Ishar hasn't shown up for dinner. I should check on her, she cooked the whole meal, you'd think she would want to taste it."

It wasn't a comment that garnered much interest at the time. Ishar did what she liked, usually.

Once again, it was screams that brought people running down to the bedroom level. G and the Scout got there first, to find Kogut standing in the open door to his room, staring. They joined him a moment later.

Zulban Kuletasrer, Ghostly Woodworker batters 'Ishar', Cook!

The others arrived just after, so there were a few gentle hands there to lead Kogut away to somewhere... safer.

The Scout was still staring "Y'know, it's... impressive, in a horrible sort of way."

"You mean how something tore off her arm and used it to paint LEAVE LEAVE NOW all over the walls, in her blood?"

slightly convex. Her cobalt eyes are slightly sunken. Her right upper arm is gone. Her skin is pale taupe. Her lower right back tooth is gone. She is indefatigable and almost never sick, but she is very slow to

"Yes, that."

.....

The ghost problem had clearly grown too severe to be ignored. Wilberforce decided that they would attempt the only reasonable thing, under the circumstances: They would hold a séance.

"A séance?" Remalle asked, when Wilberforce brought it up.

"Precisely, Remalle. These ghosts are trying to communicate with us, though I can't say that I care for their methods at all. If we could get them to talk to us, calmly and like gentlemen, I'm sure we could sort out whatever it is that's bothering them. I wanted you to lead it, as you're the one who knew them, and so on."

"I guess we could try it?"

"Splendid! We'll all gather in the dining hall, as that seems to be their favorite "haunt", as it were, and we'll get this problem settled in no time at all."

.....

If you had to hold a séance, the dining hall was the place to do it, Remalle admitted. It had been a sinister place even before they had started storing coffins in by the statues, and if you knew some of the things that had happened there...

Wilberforce had placed a large, dripping dog tallow candle in the middle of the room, where it was coating one of Aussie Evil's more disturbing works with wax. The smoke it gave off was foul smelling and thick, which, again, really helped with the mood. Around that was a ring of chairs.

"Everyone here who can be?" There were nods and other assents from Balnash, Remalle, Kogut II, Derm and Bayar. "Good, then I suppose we can get started. You know, I did this kind of thing when I was a boy sometimes. Never had much success, but then, we weren't being terrorized by a host of murderous spirits in those days."

"Is that important, sir? At all?"

"No, probably not. Remalle, lead the way. We are in your capable hands."

Remalle did so, though he only had a vague idea what he was doing. Still, the ghosts should be easy enough to summon. They had already given ample evidence of their existence. He tried a general sort of slightly irritated summoning thing, along the lines of "well, we're here. Say what you've got to say, asshole." He mentioned Zulban's name several times (Why were all the violent woodworkers named Zulban, anyway?)

This went on a while, and so they were all taken a little bit by surprise when the smoke from the candle began to twist in the air, making rings and wreaths, moving with an eerie purposefulness.

Eventually a word could be made out among the ethereal shapes. One word.

"HATE"

Wilberforce tilted his head, and then broke the rather stunned silence. "Hm. Passionate, but not exactly helpful."

The smoke coalesced into another word as he was speaking. "PAIN"

"Monosyllables, again. Could we get more details?"

The smoke began to change color, turning red then black, then red again. "TRAPPED"

"See, that could mean any number of things! Is it us that are trapped, or you, or your pet pig Rocknose?"

This did not seem to sit well with the presence. "NIGHTMARE. DEATH. TRAPPED. ALWAYS TRAPPED. **TRAPPED!**"

Remalle stared at the words. There was something extraordinarily angry there, and if he was right about the way things felt, it was about to lose control.

The smoke started to curl and distort, as if being caught be a breeze, then without warning it whipped around the room with the speed of a whirlwind, knocking over chairs and throwing most of them from their feet. Briefly, Remalle saw the words “DAMNED ALL DAMNED ALL DAMNED ALL DAMNED”. The candle flame grew long, changing color as it did, then went out.

Then there was silence.

Balnash got up off the ground, and re-lit some of the torches that had been blown out by the wind. The others also got to their feet, some shaken, others annoyed. A nervous conversation followed.

“Waste of time, that was,” Balnash muttered.

“We did learn that something is trapped, I suppose.”

“And what do we do about that? Nothin’ that I can see.”

“You’d think ghosts would be better at talking,” Wilberforce said to Derm. “They always are in stories. ‘The treasure is hidden in the forge pit, behind the secret door that you open by pulling on the special brick', 'avenge my death', and so on.”

Derm shrugged, and said nothing. He seldom spoke.

They left the room in a large group, conscious of the feeling that something was watching them. That was the problem. Something almost certainly was.

.....

Next: Strange Moods Abound, and a Boat Trip Begins.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 05, 2011, 06:18:55 pm**

[Quote from: DrKillPatient on December 05, 2011, 06:10:09 pm](#)
By the way, two requests if you don't mind: Could you give my dwarf the custom profession name of "Malpractitioner", as well as post his personality/items/skills pages?

I'll do so as soon as I can. Very nice character post, by the way. Insanity is always welcome in a fort like this!

Or at least it's always common. Either way!))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Kogut** on **December 05, 2011, 06:56:33 pm**

<outofcharacter>
Oh, I am mentioned. Nice. But why this forth have so many violent ghosts? For story purposes, due to slab shortage or maybe infamous unslabable ghost bug?
</outofcharacter>

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **DrKillPatient** on **December 05, 2011, 08:32:57 pm**

Say, your earlier log (<http://www.bay12forums.com/smf/index.php?topic=93958.msg2807235#msg2807235>) said I had a steel warhammer. I suppose the rest of the hammerdwarves do as well. As far as I know, steel makes a poor material for warhammers because it's fairly light. Silver would be much better for your hammerdwarves if you've got any to spare.

Also, (dwarven) me! Modified The Doctor's sprite from Cave Story a little bit to get this.



Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 05, 2011, 11:00:22 pm**

[Quote from: Kogut on December 05, 2011, 06:56:33 pm](#)
<outofcharacter>
Oh, I am mentioned. Nice. But why this forth have so many violent ghosts? For story purposes, due to slab shortage or maybe infamous unslabable ghost bug?
</outofcharacter>

They keep appearing, and I probably don't notice them because I honestly don't look at the people list too often. I see a notice of someone getting battered; "oh, a violent ghost!" No problems with slabs yet, but the sheer number of dead dwarfs is so high... Anyway, at the moment in the fort there are three moaning spirits, two violent ghosts, and one peaceful ghost. And a partridge in a pear tree.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **December 06, 2011, 02:11:37 am**

From the Journals of Neo,
So there I lay, unable to move after that violent ghost had battered my body and robbed me of the ability to walk. It was kind of liberating actually, and the thought of freedom and the afterlife was comforting. Imagine my surprise then, when I found myself the same as my killer, a bodiless phantom. This place had bound me to its halls as surely as it had bound the others, but somehow, I found myself far more coherent than they were. My efforts to communicate with the other bodiless ones ended in failure as well, as they seemed unable to think much beyond their most base emotions. I began to wonder, when enough time had passed, would I too suffer the same fate, and eventual insanity? I resolved to avoid this. I repeatedly attempted to possess another, but found that I was never able to prevail, their wills were too strong, and my memories of their friendship too fresh. But, finally, a migrant wave arrived, with a remarkable weak-willed member. He had been dragged here, and had no real wish to come, so I made him a deal. I would trade places with him, and he would be free to go on, while I continued my duties. As we switched places, to my surprise, he immediately faded away, leaving no shade or spirit. The forces that bind me to this place seemed to have no effect on him, though they compel me to remain until my task is complete. Alas that I do not even know what my task is.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Siverix** on **December 06, 2011, 07:49:51 am**

builind a bridge is your task offcourse

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 06, 2011, 10:12:37 am**

From the journals of Ishar the Third:
I'm beginning to thenk this mame is kind of a bæ bad omen. Welll, should've guessed it, sence I'm the thirb one to use it in, what, fiwe yearss? Oh well, stell better tham being a Zulben. Those guvs are kind of assshøles ashøles asshølles pricks, severing limbs and all. Although, if they were as good at chopping wood as thev are now at chopping people, they could be awesøne awesøme good at their job. I suppose that's a thing, too.
It's kinda hard to write with my left hand.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **December 06, 2011, 11:41:59 am**

Quick scout notes:

That arm that got torn off a while ago. That was AWESOME.
Requestin' more defenses. Traps and the like.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Shinotsa** on **December 06, 2011, 12:01:56 pm**

I love how well this has continued, the game seems to be giving enough writing material to make this last for a while especially since the bridge hasn't been continued yet. Can't wait to see where this goes.

(Did you ever find out definatively what happened to Shina? Reading back they just found her dead. Don't worry if you don't know off the top of your head, on the grand scale of things one death before reclaim isn't a big deal.)

Request redorfing:

Argon, furnace operator and whatever type of smith you have a need for at the moment. He's migrating from a position of power in another dwarven civ that's dying out and thus has to make a living where ever he can. Figuring that the largest dwarven building project yet would need a few extra hands, he decided to illegally migrate and see if there was an opportunity for him at Oceanbridge. He's not pompous and he's very down to Earth. He tries not to stand out too much, but tends to speak out through sarcasm. Feel free to take creative liberties, I'll adjust any logs I may write accordingly.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Remalle** on **December 06, 2011, 01:09:23 pm**

Excerpt from the personal log of Remalle, citizen of the dwarf fortress Oceanbridge. The date is unclear.

...so of course Wilberforce decided the best choice to head this seance was *me*. You know, before I came to Oceanbridge, no ghosts were even heard of, unless as a joke or ghost story. I never imagined they could actually exist. I suppose I was chosen because it had been my original idea to create the small memorials for passed dwarves, but in the end that really amounts to being chosen to head the military for having seen a kobold once, or being appointed chief medical dwarf because one has some skill in weaving. Ha!
Imagine my shock when I found myself watching a spirit actually attempting to communicate! Not much information, of course, or I'm sure people would consult these departed souls more frequently. I certainly would never before in my life have attempted such an endeavor, being as I am a devout worshipper of my god...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Hitty40** on **December 06, 2011, 04:47:40 pm**

"Well, this can't be good."

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 06, 2011, 06:46:28 pm**

((I like the character posts, they're quite fun. Makes me feel a bit guilty about this post, just moving events forward right now. There's a little bit of story here too, for those who are interested in that))

From the Memoirs of Wilberforce Amber Ropenourished, Early Summer 197

Dear readers, what a season this spring has been. The whole séance thing may have been a bit of bust in terms of actual answers, but it was quite a thrill! Ghosts know how to put on a show, if it weren't for the fact they were trying to kill us, I'd say keep them around. We do seem to have had luck in ridding ourselves of one of them. Remalle spotted Zulban's head; how he knew it, I can't say. But we gave it as proper a burial as you can give a severed head.

Zulban Kuletasrer's head
Dry zoysia

No outbursts as yet.

Other problems, like dwarfs in a vat of beer, occasionally surface. A bonecarver whom I am not personally acquainted with has lost his mind, as far as can be told. He sits in his workshop, demanding nothing but shells, shells, and more shells. Not a shell presents itself. I fear for him.

Etur Sanrehvabôk, Bone Carver withdraws from society...

Good old Ishar has recovered from her wounds, or at least she's up and about. That hammerer Dr. KillPatient apparently said that he wanted to try his hand at curing her, and since then she's been as sprightly as the day she had her arm ripped from her body by a vengeful spirit. Or as sprightly as the day before that happened, really.

Some elves arrived at the front gate a week or two back, much to my surprise!

→A elven caravan from Emeale has arrived.

Now, I'm not sure what you might think of elves. Some hate them, and their manners are somewhat off-putting to put the most charitable face on it. But they sold us a cargo of lumber, and some very fine brews of their homeland, so right now, my feelings toward elves are all quite sunny.

And if that all weren’t enough to fill up a man’s day, another army of those ape things has arrived at the gates!



We’ve got things closed up while we plan, but I suppose we’ll have to go out there and kill them all, pretty soon.

.....

Somewhere Else

Meanwhile, on a small ship, being tossed and battered by enormous waves in the Sea of Tormenting, Aban Brothertreaties was learning why you left sailing to the experts.

The only reliable way back to the mountain homes was by boat, and her plan had been simple, she thought. Make it to one of the human villages that somehow survived on Nightmare Island, get a ship somehow, sail it back to the mainland. She would have admitted even then that she didn’t really know how to sail, her only previous experience on the water being almost drowning.

It looked like she was about to get more experience with drowning, at least.

(To Continue Later)

Next: Sieges, Alligators, and the Return of a Mighty Hero.

((By the way, the bridge is still being built. Sloooooooooowly))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **December 06, 2011, 08:18:52 pm**

Scout quick notes:

Beat freakin' ape-people's heads in.
Annoy someone into making carvings.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Remalle** on **December 06, 2011, 08:46:10 pm**

The following was discovered carved on the underside of a table in the dwarf fortress Oceanbridge.

note to self- some dwarf bugging me about carving shi stuff, deal with him after finding my way back up from under the table
-remalle

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Hitty40** on **December 06, 2011, 09:46:17 pm**

You know, having the Scout in this fort is seriously making me wanna create a TF2 mod.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **DrKillPatient** on **December 06, 2011, 10:28:22 pm**

From the journal of Dr. KillPatient, Malpractitioner
(The page appears to have blood splatters all over it, as if they dripped onto the paper from something in the writer's possession.)
Poor Ishar got her arm torn off by one of them ghosty beings hanging about the fort. The other dwarves just stood there staring at her 'till I pushed my way through the crowd and administered treatment. Nothing a good hammering to the bloodied arm-stump can't fix! The dwarves watching me at work looked horrified at my bed-- ah, *floor*-side manner... I can't be sure why. She's alright now, I suppose. Anyway, since Ishar had already lost so much blood to that spirit, the upper third of my glamorous lab coat was left nearly stain-free! My boots, on the other hand, need some heavy cleaning now. Can't have their fine dwarf leather exterior stained because of my work! I'm off to wash 'em in the ale stockpiles. Because of all that alcohol it's the most sanitary place around to wash the contaminants off your boots, you know!

Quote from: varnish on December 06, 2011, 06:46:28 pm

That hammerer Dr. KillPatient apparently said that he wanted to try his hand at curing her, and since then she’s been as sprightly as the day she had her arm ripped from her body by a vengeful spirit.

That's the first time I've seen that, actually... dwarves whose limbs have been torn off don't ask for or require medical attention as far as I know. (Or was that just a humorous addition to the story? Not sure if I actually have medical skills activated) Excellent update regardless. It's a pity I can't tie a few helmet snakes around my warhammer and make a war-caduceus.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Shinotsa** on **December 06, 2011, 10:47:10 pm**

Quote from: Hitty40 on December 06, 2011, 09:46:17 pm

You know, having the Scout in this fort is seriously making me wanna create a TF2 mod.

From what I've heard on the map front they have a DF to minecraft converter and, if you're feeling brave, you can run the resulting file through a minecraft to source converter so that you can play TF2 in your DF maps. Just going to throw it out there that I've never tried this and have no idea how well it works (probably poorly) or how difficult it is to get it to work (probably very) so try at your own risk. My only warning would be to check dimensions so that you don't wind up with a bunch of corridors that non-dorfs would have to crouch to get through.
Sorry for going off topic, but I'm sure more than a few people will be glad to hear that this kind of thing exists. Hell, maybe if the bridge

becomes epic enough we can turn it into a map. Funny thought for us all to get together and play on it. It'd be fun to see Derm and HWG as heavies, the Colonel and Dr. KP as medics and Scout as... well... yeah.

Title: Re: Oceanbridge - A Fortress Defense Community Fort Thing
Post by: Kogut on December 07, 2011, 02:55:55 am

Quote from: varnish on December 06, 2011, 06:46:28 pm

Remalle spotted Zulban's head; how he knew it, I can't say.

Maybe subtle moaning "It is my head, idiot"?

Quote from: varnish on December 06, 2011, 06:46:28 pm

He sits in his workshop, demanding nothing but shells, shells, and more shells.

<outofcharacter>

Is it .25 world in .25? Shell demands for strange moods are marked as "verify" on magmawiki.

</outofcharacter>

Title: Re: Oceanbridge - A Fortress Defense Community Fort Thing
Post by: Haika on December 07, 2011, 04:20:58 am

aww, only wood and booze? Best part of elf trading is the exotic animals! >.> Then again I'm not dwarfed yet, so not really there to complain heh.

Title: Re: Oceanbridge - A Fortress Defense Community Fort Thing
Post by: varnish on December 07, 2011, 11:31:18 am

((OOC Post))

Quote from: Haika on December 07, 2011, 04:20:58 am

aww, only wood and booze? Best part of elf trading is the exotic animals! >.> Then again I'm not dwarfed yet, so not really there to complain heh.

I forgot, we bought a tiger as well, and a honey badger. Plenty of angry animals all around!

Quote from: DrKillPatient on December 06, 2011, 10:28:22 pm

That's the first time I've seen that, actually... dwarves whose limbs have been torn off don't ask for or require medical attention as far as I know. (Or was that just a humorous addition to the story?

Just a bit of license. I was amazed by how she just leapt out of bed, despite the lack of arm. I figure anyone who saw the good doctor advancing on them would get better in a hurry, or else.

As an aid for people who need to be dwarfed, here is a list of open dwarfs:

- two bowyers
- one envgraveer
- one metalsmith
- one glassmaker
- one glazer
- two woodcrafters
- one fisher
- one brewer
- one milker
- one soapmaker
- two siege engineers

Most of the above are women, and most people seemed to specify male dwarfs, which is part of why I have delayed on some. If you don't care about the gender, let me know. I don't think people really care about the gender, but I like to get things right, so...

Update coming soon!

Title: Re: Oceanbridge - A Fortress Defense Community Fort Thing
Post by: Masked_Hunter1825 on December 07, 2011, 12:33:52 pm

The scout wants a tiger.

Title: Re: Oceanbridge - A Fortress Defense Community Fort Thing
Post by: Shinotsa on December 07, 2011, 01:53:24 pm

Ah gender doesn't matter, most outsiders can't tell the difference anyhow. Can't wait to see what's going on for the update!

Title: Re: Oceanbridge - A Fortress Defense Community Fort Thing
Post by: varnish on December 07, 2011, 11:17:41 pm

Sieges Are A Problem

The Scout knew how to deal with the problem. "When do we start killing? Just let me out there, boss, and I'll break this siege myself."

Wilberforce shook his head. "I'd like to see them get acquainted with our traps, first. If only they would try! We've got the gates open, there's a whole fort of tasty dwarfs here... Why aren't they attacking?"

Balnash cleared his throat, saying "Sir, I'm thinkin' that they might be brighter than you think. These things attacked us before; they know the traps are there, more than likely. They ain't going to try attacking that way."

Wilberforce brought his hand down on the battlement. "Bother!"

"Bother?"

Wilberforce ignored him, and watched for a while as the ape-men capered and danced on their alligator mounts, far out of reach of the wall. There were three groups this time, about ten in each. The friendly goblins had tried to fight them off, and now most of them were dead. Which was unfortunate, sort of. But there was something else out there... "Isn't that the yak, over by the dry pond? The one who gave them quite a thrashing the last time?"

Balnash snorted. "I don't think a yak is going to stop `em this time, Wilberforce. Looks like we gotta do this one... ourselves..."

He trailed off, then, as the ape-men spotted the peacefully grazing herbivore. Shrieking, they drove their strange mounts toward him,

doubtless hungry for vengeance. Peacespray spotted them, as well. Battle was joined, and things quickly turned violent. Hideous screams and bellows tore through the air, blood sprayed over the landscape, bones were shattered, organs crushed, and various other unpleasant things happened.

The Yak Bull gores The Alligator in the head with his left horn, bruising the muscle, jamming the skull through the brain and tearing the brain! The Alligator has been knocked unconscious!

Wilberforce turned away after a few minutes, unable to watch. The Scout, on the other hand, was fascinated.

At the end, the yak stood alone, surrounded by pools of blood and the bodies of ape-men and alligators.



He snorted, then went back to grazing. Only one group of the attackers remained, safely distant from the yak called Peacespray.

Wilberforce managed to look again. "The hells hath no fury like a yak, I guess, or something of that nature." He nodded towards the Scout. "I think that will suffice. Let's take care of the remainder, shall we?"

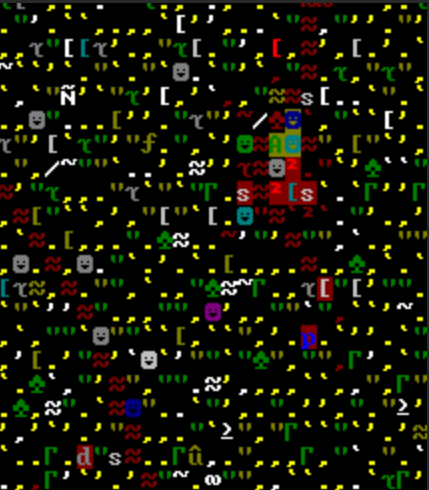
"Hell yes!"

.....

That part of the battle was simple. The Scout and G arranged the army of Oceanbridge (which meant most of the population) on the field outside of the fort.



The Scout then charged right at the enemy without waiting to see if anyone else was prepared, and the thing descended into chaos.



By the end, the ape-men were dead, and only one soldier was wounded.



An axedwarf named Zulban lost a hand to an alligator, something Ishar felt was appropriate, somehow.

Balnash and Ishar were the first to make it back to the gates, so that meant that they were the first to hear the screams coming from inside.

.....

Next: A Re-Introduction to Madness, and Dwarfs for Everyone! (I mean it this time)

((I may be talking about the yak too much, but come on! He's basically broken two sieges almost entirely on his own. His full name is Peacespray the Spry Pleats of Attacking. That's right, the yak has more kills than any of our soldiers.))

Can we tame him and make a War Yak?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Kogut** on **December 07, 2011, 11:57:12 pm**

I want to see kill list of this animal.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **December 08, 2011, 04:34:33 am**

This is the most holy yak, i say make sure you keep him somewere safe so you can unleash him on unsuspecting seiges.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **pregarrett** on **December 08, 2011, 04:40:26 am**

Let him wander there and unleash his fury upon invaders!

Once he get notable kill list, mass make statues. We need some statues of him!

Or we can set huge Yak Skull at the entrance of Bridge - a Wild West theme

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Siverix** on **December 08, 2011, 06:58:40 am**

once the bridge is done i propose we should place a giant yak statue/megaproject on one of the ends it should also "spray" magma at foolish invaders

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **DrKillPatient** on **December 08, 2011, 08:59:15 am**

I don't recall hostiles attacking random woodland creatures, so I suppose Peacespray is one of our tame (only technically, of course) yaks. Could you perhaps set up a tomb for him? I think you'd have to make him somebody's pet first so you could assign him a coffin.

(I suspect that as soon as armed/armored enemies arrive, Peacespray will meet his doom. He's better in combat than the stranglers because he's enormous compared to them. Perhaps we could get him inside before that and give him a grazing area in the caverns? No doubt he'll kick a forgotten beast to death at some point.)

EDIT: Also, Peacespray undoubtedly looks like this.



Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Hitty40** on **December 08, 2011, 09:01:21 am**

Quote from: Shinotsa on December 06, 2011, 10:47:10 pm

Quote from: Hitty40 on December 06, 2011, 09:46:17 pm

You know, having the Scout in this fort is seriously making me wanna create a TF2 mod.

From what I've heard on the map front they have a DF to minecraft converter and, if you're feeling brave, you can run the resulting file through a minecraft to source converter so that you can play TF2 in your DF maps. Just going to throw it out there that I've never tried this and have no idea how well it works (probably poorly) or how difficult it is to get it to work (probably very) so try at your own risk. My only warning would be to check dimensions so that you don't wind up with a bunch of corridors that non-dorfs would have to crouch to get through. Sorry for going off topic, but I'm sure more than a few people will be glad to hear that this kind of thing exists. Hell, maybe if the bridge becomes epic enough we can turn it into a map. Funny thought for us all to get together and play on it. It'd be fun to see Derm and HWG as heavies, the Colonel and Dr. KP as medics and Scout as... well... yeah.

I was actually thinking more on the lines of making a TF2 mod for DF, like changing thge title of expedition/mayor/etc. to Saxton Hale, removing all the race and replacing with RED and BLU and using the Human raws.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Haika** on **December 08, 2011, 11:59:19 am**

If we do end up training the Yak. I so call dibs. XD

Oddly enough Gender also doesn't matter to my dwarf. And really, a tiger is amusingly fitting for what I was going for with the name 'Roy'. >.>

Also, Tigers are great, they can be made War animals without touching the raws, as long as Exotic pet taming is off(dumb dungeon master bug)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 08, 2011, 04:21:52 pm**

Quote from: varnish on December 07, 2011, 11:17:41 pm

An axedwarf named Zulban lost a hand to an alligator, something Ishar felt was appropriate, somehow.

That's priceless.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Mjattie** on **December 09, 2011, 10:09:13 am**

Id like to be dorfd as Mr. Anderson in the next migrant wave. He will be part-time military, part time forge worker.

((Am I the only one who couldn't get into the forums at all yesterday?))

Events of the Early Summer

Remalle and Peregar were holding the bonecarver off with a broken larch chair. “Look, I’m sorry that we couldn’t find any shells! Could you please not kill us?”

**Etur Sanrebuabôk, Bone Carver cancels Strange Mood: Went insane.
Etur Sanrebuabôk, Bone Carver has gone berserk!**

The bonecarver didn’t reply, at least not in a sensible way. He had a sharpened elk bird rib in one hand, and it was only luck that he hadn’t managed to land a blow yet.

“You can’t reason with him, Peregar! This is the sort of thing that- oh god,” Remalle barely avoided being stabbed, “that happened in the old fort! He needs to be put down!”

“How?”

A shadow loomed behind the berserk dwarf. The Scout, his face calm, swung his morningstar in long overhead sweep. The bonecarver’s skull was crushed, and he collapsed like, well, like an extremely dead dwarf.

Etur Sanrebuabôk, Bone Carver has been struck down.

Remalle wiped a bit of blood and brain from his face. “... Like that.”

Wilberforce and the others arrived in the workshops a moment later. They saw the body.

“Poor fellow. He’ll receive the finest burial we can give him.”

“He tried to kill me!” Peregar shouted, still very shaken.

“Well, we can’t give him a very fine burial.”

Any further conversation was interrupted by the sound of screams coming from below. Wilberforce looked down, and then said “To the bedrooms!”

The dwarfs who still had the energy (most of them were still recovering from the battle) raced after Wilberforce. They ran down the stairs, and into the dining halls, where everything was silent again, beside the noise of the waterfall.

“Who was down here last, by the way?

“Just Tun the engraver, I think. He’s not in the military, and he told me he had some work to do, so-”

“To Tun’s room!”

When they finally arrived, they found a scene eerily similar to the one they had found in Ishar’s room. Oh, there were a few minor details that were different. Tun was on the floor, rather than the bed, and it was his left leg that had been torn off and used as a paint brush.

**rs are short. His cobalt eyes have
. His left lower leg is gone. His
burn with flecks of gray.**

“I see this ghost went in for more of an abstract message, no clear words here,” Wilberforce noted after looking the scene over.

"I think this one was the child... he might not know any words yet... or, well..." Remalle stopped when he saw the others giving him what could only be described as "looks". "What? I'm just guessing! There's only one other ghost that's violent that we know of, and Mosus said it sounded like a child!"

Wilberforce clapped him on the back. "Not a problem, my boy. I'm just thrilled to see we have an expert on ghosts on our side."

"I'm not a-"

Wilberforce smiled, and quietly said, "Well, you're the closest thing we have, Remalle. So unless you find yourself wanting a repeat of what happened here before, it is my own expert opinion that you *become* an expert, as it were."

.....

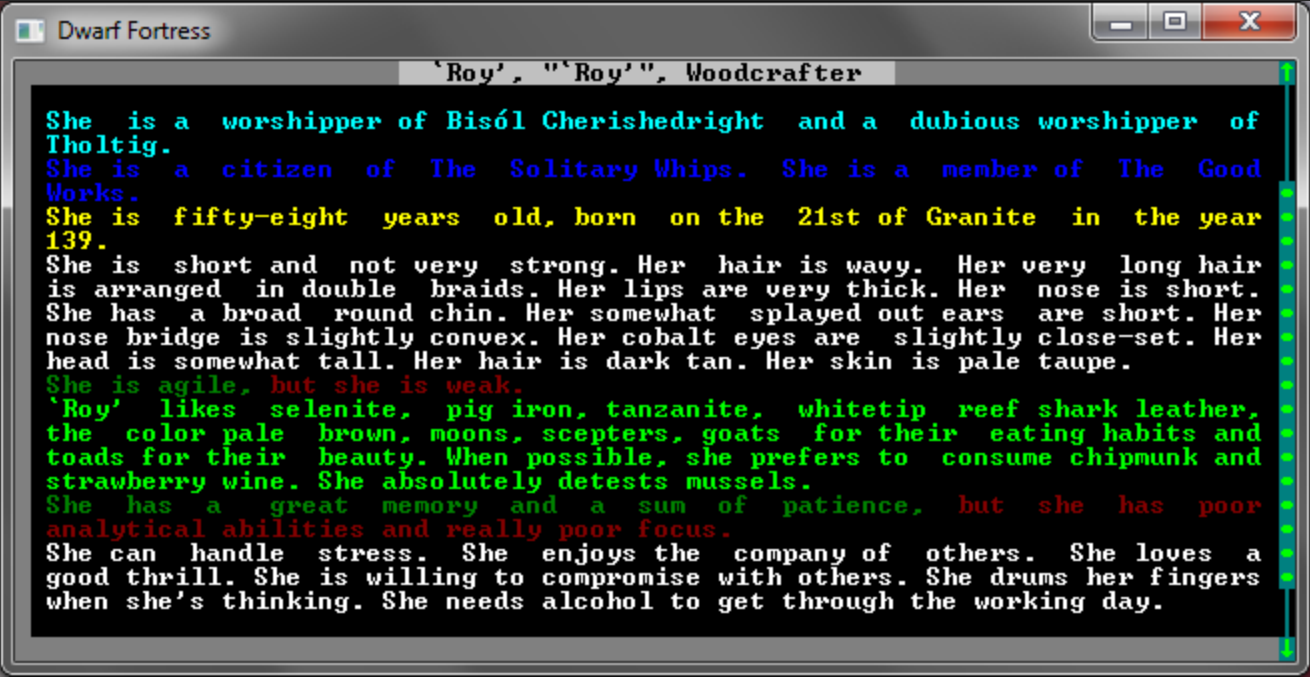
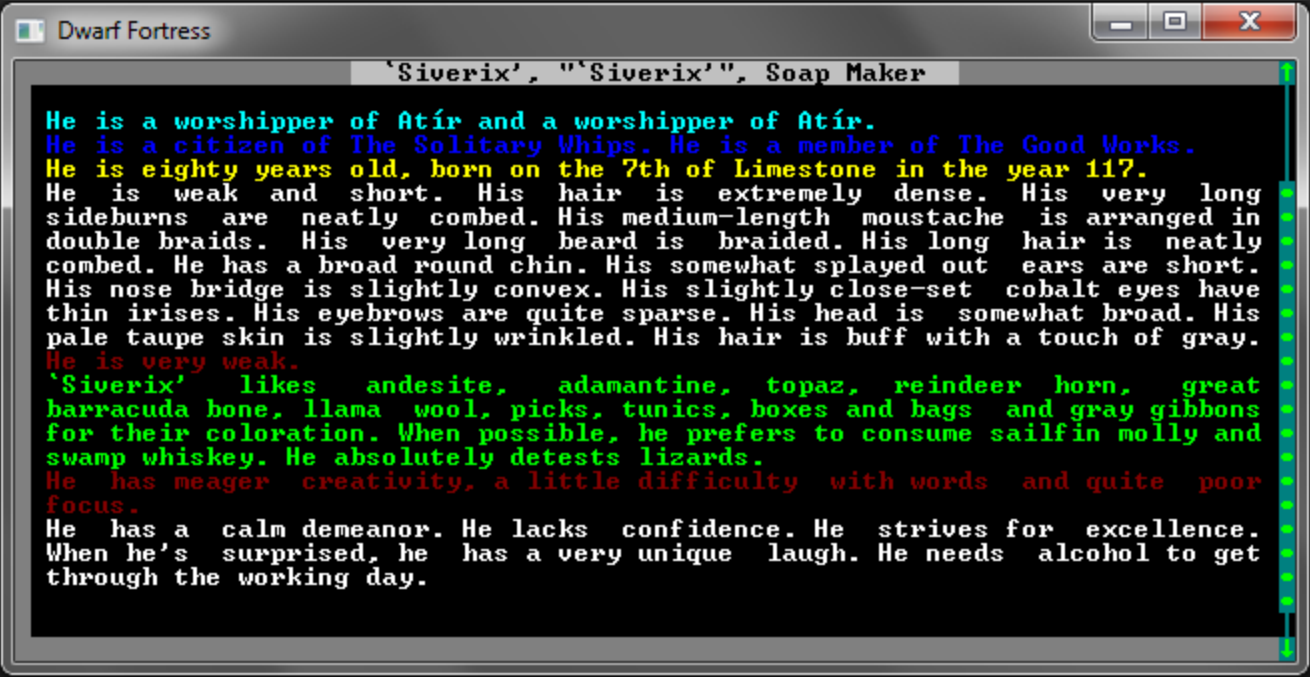
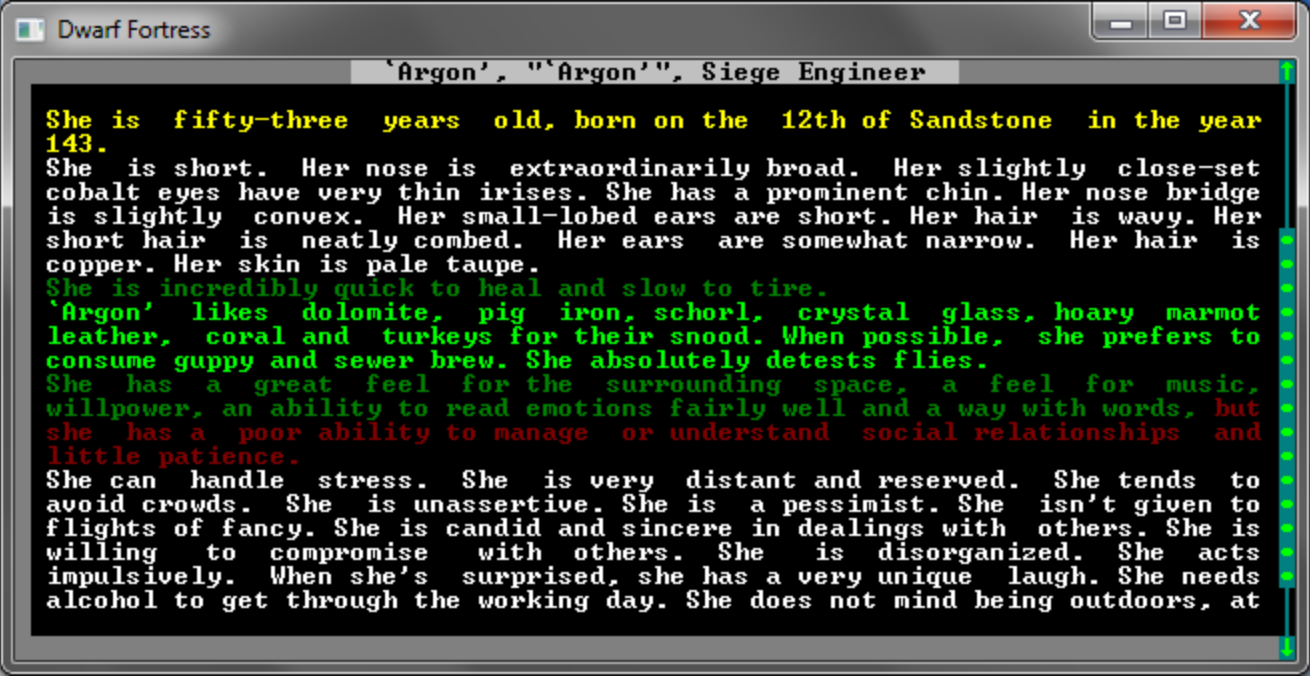
There were three other dwarfs who also hadn’t been involved in the battle, or any of the ensuing chaos. They were Siverix, a soap maker, who’d spent most of his time in Oceanbridge trying to get the importance or even existence of his profession recognized. Roy, a woodcrafter and animal trainer, and Argon, furnace operator and siege engineer. They were exploring the lower levels, in a vain quest to find another path to the magma forges.

They had discovered several things. First, there were tunnels everywhere. Second, planning and foresight clearly had not been foremost in the original inhabitants minds.

The winding corridor they had found eventually led to a loosely packed basalt wall that looked built, rather than natural. Working together, Roy and Argon managed to pull away some of the debris, revealing a large, water filled room... and an unusual skeleton.

**<Ostrug’s skeleton>
Muddy basalt Cavern Floor
Water [6/7]
A dusting of mud**

The three went back to the surface rather quickly. The trouble with exploring was that you sometimes found things



Next: Bird-Men and Yak-Lords

((
Quote from: Miattie on December 09, 2011, 10:09:13 am
Id like to be dorfd as Mr. Anderson in the next migrant wave. He will be part-time military, part time forge worker.

I shall try, presuming we ever get another migrant wave.

Quote from: DrKillPatient on December 08, 2011, 08:59:15 am

EDIT: Also, Peacespray undoubtedly looks like this.
Spoiler (click to show/hide)

That picture delights me, I almost want to ask what it's from. But no. Screw context.

Also, Peacespray is actually a merchant yak, from the human merchants who were on the map when it was abandoned. So we have no control over him, but he does fight enemies.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Siverix** on **December 09, 2011, 12:59:20 pm**

my dwarf likes adamantine and picks now i wish he was a weaponsmith but then again he's the one who keeps your limbless asses from rotting away :D

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **December 09, 2011, 01:02:35 pm**

Am I still in the military? If not, my dwarf should be actively attempting to get back in. He has a great desire to sever limbs with a whip after all.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 09, 2011, 02:25:35 pm**

If there's something strange
in your neighborhood
Who you gonna call? - Ghostbusters!
If there's something weird
and it don't look good
Who you gonna call? - Ghostbusters!

I ain't afraid of no ghost
I ain't afraid of no ghost

If you're seeing things
running through your head
Who can you call? - Ghostbusters!
An invisible man
sleeping in your bed
Oh, who can you call? - Ghostbusters!

I ain't afraid of no ghost
I ain't afraid of no ghost

Who you gonna call? - Ghostbusters!
If you're all alone
pick up the phone
and call - Ghostbusters!

I ain't afraid of no ghost
I hear it likes the girls
I ain't afraid of no ghost
Yeah, yeah, yeah, yeah

Who you gonna call? - Ghostbusters!
If you've had a dose
of a freaky ghost
You'd better call - Ghostbusters!

(instrumental)

Let me tell you something
Bustin' makes me feel good

I ain't afraid of no ghost
I ain't afraid of no ghost

Don't get caught alone, oh no
Ghostbusters!
When it comes through your door
Unless you just want some more
I think you better call - Ghostbusters!
Ow!

Who you gonna call? - Ghostbusters!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Haika** on **December 09, 2011, 02:31:38 pm**

hums along (<http://www.youtube.com/watch?v=Oznj6AFeiRE>)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **December 09, 2011, 03:44:39 pm**

Show must go on! We have to make many crutches... Oh. Here we're back to pirates theme.
"They called him Johnny"(c)

karate Yak is amazing, btw.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 09, 2011, 04:34:47 pm**

Seriously though. How many dwarfs are there, yet to be buried? I know engraving one by one can be a bitch, and I suppose burial is not an option since half the place is flooded, but still: your dwarfs may have a decent supply of limbs, they're going to run out of them sooner or later at this rate.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **December 09, 2011, 05:03:26 pm**

you may have to use DF/hack and delete the ghosts after errecting a monument of some kind for them -since doing things an easy way needs to be paid for in effort-

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Shinotsa** on **December 09, 2011, 05:21:35 pm**

Quote from: Karakzon on December 09, 2011, 05:03:26 pm
you may have to use DF/hack and delete the ghosts after erecting a monument of some kind for them -since doing things an easy way needs to be paid for in effort-

I've gotta agree. If it sounds plausible and is suitably epic then it also makes for a better story. Maybe something on/to the side of the bridge with a lot of gold, jewels, and coffins with engraved slabs to the nicknamed dwarfs. I like having both my arms and legs. I need them as insurance during the next siege.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 09, 2011, 06:58:53 pm**

Quote from: Ishar on December 09, 2011, 04:34:47 pm
Seriously though. How many dwarfs are there, yet to be buried? I know engraving one by one can be a bitch, and I suppose burial is not an option since half the place is flooded, but still: your dwarfs may have a decent supply of limbs, they're going to run out of them sooner or later at this rate.

Most have actually been buried. The problem now is A: The slab bug, and B: Remains being unreachable. And by unreachable, I mean that they are on the opposite side of the map. The side we're building a bridge to, which we will have no access to for some time. There's only one violent ghost left now, and that's his situation.

There's also one moaning ghost who I can't engrave a slab for, and whose remains don't even seem to exist anymore if the stockpile screen is to be believed, but he's not as much of an issue.

If I use Df/hack (which I'm not sure how to use), I'll come up with an in-story explanation for what happens. And giant monuments go without saying, really.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **December 10, 2011, 01:29:11 am**

We need a Peace-spray T-shirt. Also, in response of The Scout crushing someones head in.

BONK

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 10, 2011, 11:44:37 am**

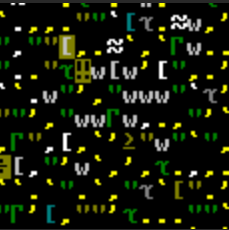
From the Memoirs of Wilberforce Amber Ropenourished, Late Summer 197

Dear readers, I can only hope that my poor powers of description are adequate to the task of opening your eyes to the sheer variety of creatures that we have encountered since arriving in Oceanbridge. One can say “six limbed three eyed ape beast”, but does the reader truly understand? For one, that simple phrase cannot capture the sound, nor the stench of said creatures!

Similarly, if I were to describe to you an iridescent bird, standing on two legs, higher than a dwarf, yet with all the mannerisms of a wolf, would that really illustrate the terror that such an animal inspires?

Perhaps if I continued, saying that the wolf was also rabid, starving, and believed that you resembled a fine five course meal with drinks and good company, as well as cure for rabid-ness that would only be effectual when consumed? Perhaps. But I digress.

I mention this, for it was an army of just that sort of animal that attacked us.



They arrived in mid-summer, and were immediately recognized by Balnash and Remalle as old enemies of Oceanbridge. Balnash explained that while they bit and clawed hard, their skin and feathers provided no obstacle to good steel, so he and the rest of the army repaired to the field, the noble Peacespray at their side. I joined them shortly thereafter, my trusty iron sword in hand.



The battle was quite short, fortunately, with not a single death or wound sustained by our soldiers. I still have yet to land a blow, but Di-2 was the hero of the day, with two kills to her name.

The Kills of `Di-2`

Two Kills

a beak wolf the beak wolf, d. 197
a beak wolf the beak wolf, d. 197

Peacespray, of course, showed his mettle once again, defying all who would interrupt his grazing.

The Yak Bull latches on firmly!
The Yak Bull shakes The Beak Wolf Hunter around by the left paw
severed part sails off in an arc!
The left paw is ripped away and remains in The Yak Bull's grip!

He is a king among yaks.

Neo put on a fine show with his new iron whip, itself a weapon that is a wonder to behold. That dwarf puzzles me sometimes; he so strongly resembles my old friend that they seem almost one and the same in my mind.

The siege is over, the feast has begun, and if that were not enough good news, human merchants have arrived at the gate! I can only imagine what they have brought to trade from their distant homes. I'll soon find out, I suppose.

Things appear to be on the move up, here in Oceanbridge.

.....

Next: Down.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Siverix** on **December 10, 2011, 12:12:17 pm**

Log Journal of Siverix Summer 197

A battle has been fought this summer and the heroic Yak what the human merchants have left behind has been a tremendous help for our militia i hear. I wonder if the overseer has considered my suggestion to build a giant statue in the honor this magnificent animal once the bridge itself is finished. Perhaps i will ask him.

OOC: I hope my mess of a journal is understandable

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Hitty40** on **December 10, 2011, 07:07:59 pm**

Diary of 'G', Summer, 197.

A bloody good show we had put on earlier today! Those stinkin' apemen think they can tear down the mighty walls of Oceanbridge and crush the will of G, they have another thing comin'!

'tis a shame though: I would really love to capture one and have it in my room, just like the one Goblin I requested to be captured and placed in my room back home!

Hmm, maybe I could put in a request, but then again, I would have to feed it and such. Bah, who am I kidding? If one dies, I'll just request another to be put in!

Sometimes thinking about life back in the mountainhomes makes me think of all the memories I had, like when I broke Urists' hand for trying to cheat out of a drinking game by replacing his mugs of beer with water- bah, water! That's for Elves! Still though, I wish I could do more drinking games with Urist, shame he gave his life to protect the 'homes from a siege of Goblins...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 10, 2011, 07:11:40 pm**

It's nice to see an actually successful military effort once in a while. Yay!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **December 11, 2011, 06:22:20 pm**

If another big siege happens, we should go down fighting on the Bridge.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 11, 2011, 06:43:05 pm**

While I understand the sentiment, I hope not to go down fighting, or go down at all, as it is.

This isn't an update. Updates might be a bit off and on, because I'm working two jobs now. Bah. Hooray for money, but still, bah.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **December 11, 2011, 10:37:21 pm**

All fortresses die eventually. Losing is fun is the motto for a reason.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Dermonster** on **December 11, 2011, 11:18:49 pm**

Hellcannon didn't die.

It just became more powerful.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 12, 2011, 12:19:32 pm**

((Short update!))

A Hero Departs

“Let me tell you, it is just wonderful to see some new merchants around here, my friend. All we’ve had is the odd elf or two, and while they’re wonderful if you want a slightly used badger for your dining room, they aren’t much for conversation!” Wilberforce clapped the human merchant on the back, as he tended to do when he was feeling cheerful. “Tell me of the world, my boy. I wish to hear all.”

The human merchant was a bit taken aback by the reception. Dwarfs, her experience told her, were usually not so forcefully friendly. They didn’t call you ‘my boy’. As for the question... “The world still exists? There’s still that army of monsters wandering about the mountains, I hear. We got a good crop of rope weed this spring, I hear, and- Hey! That’s my old yak!”

“*Your* yak? Are you sure? That yak, my friend, is Peacespray! Peacespray the Spry Pleats of Attacking! He’s a champion here!”

“No, I’m sure of it. See?” Peacespray himself had been meandering toward the trade depot while the conversation was going on. Now, on seeing the merchant, he lowed quietly and, to Wilberforce’s surprise, gently nuzzled the human. “I raised him from a baby yak myself. I thought he’d been lost forever when we had to leave this place the last time. I thought one of you fellows would have killed and eaten him. They didn't eat you, know did they boy?” The last was directed at Peacespray, something that Wilberforce took a moment to understand.

He began to protest “Nonsense! But...” He then caught a glimpse of Peacespray’s eyes, and knew the argument was lost. He didn’t mind telling the human where to shove her request, but Peacespray was not an animal you would defy, and he clearly wanted to go back home.

.....

The human merchants left soon after, and Peacespray went with them. It could not be confirmed if he had looked back at the fortress he had defended so well, sadness filling his tremendous black eyes, but he probably didn’t. Yaks don’t think like that.

He had not killed a huge number of enemies; it had been his terrifying hooves and the wounds they caused that drove besieging armies away. But his record was good, nonetheless.

Zubtostra Slulongasmä Umuz, "Peacespray the Spry Pleats of Attacking"

Related Entities

The Glowing Confederation <member>
The Immortal Mess <enemy>
The Ardent Tar <enemy>

Six Notable Kills

a dark strangler the dark strangler, b. 173 d. 196
a dark strangler the dark strangler, b. 178 d. 196
a dark strangler the dark strangler, b. 180 d. 196
a dark strangler the dark strangler, b. 176 d. 197
Moslol Guiltybears the alligator, b. 174 d. 197
a beak wolf the beak wolf, b. 164 d. 197

Two Other Kills

One cougar in Oceanbridge
One honey badger in Oceanbridge

.....

The day after Peacespray’s departure, it was universally decided that they would build a monument to the mighty creature.

Zubtostra Slulongasmä Umuz

A large mammalian herbivore. It has long fur and curving horns. It can be found in the mountains.

His left ear is broken.
He is gigantic with incredible muscles. His hair is burnt umber. His skin is pink. His head bears a tiny curving scar. His left rear leg bears the marks of old wounds, including a tiny straight scar. His eyes are black.

While the exact nature of the design was still being debated (the Scout’s suggestion that the nostrils spew flame and booze being the most problematic), Wilberforce agreed that they could start work on at least the feet imediately. Once they decided whether his left front hoof should be crushing an ape-man, or kicking in a badger’s skull, or... Well, they would start something, soon.

.....

Next: Tigers and Bears and a Cavy or Three.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **December 12, 2011, 03:08:52 pm**

Well, we all knew he wouldn't stay with us forever, and the day when our paths separate has come :(
May Tholtig aid him wherever his destination lies. The Peacespray, a hero that brought us several years of peace and safety.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Remalle** on **December 12, 2011, 04:20:37 pm**

I think Peacespray's monument should be with hooves on both sides of the end of the bridge, so you have to pass beneath him when you want to get on the bridge.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **December 12, 2011, 06:27:34 pm**

Peacesprays is the kind of Yak Tholtig would ride into battle my dear sir.

I suggest you do something simple, or get the crafters ot churn out statues untill he turns up in one and build a shrine for it. :)

also: save the game, so you can add the entity raws back in if the nemesis bug strikes and we dont lose this yak. I want to see his legends page after the fortress inevitably completes its mission.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 12, 2011, 06:57:57 pm**

Damn! Our military force has just gone down 70 percent.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 12, 2011, 11:25:00 pm**

((Just an update to get two more dwarfings in.))

Migrants Arrive, Autumn 197

Another small group of migrants, refugees, or whatever else you would call them had arrived at Oceanbridge. Roy hadn’t had much to do with that, or with anything else “important” since she herself had arrived. There was a whole host of untrained animals just sitting trapped in cages, so she had busied herself with feeding, washing, and caring for them. She’d had the most luck with the tiger bought from the elves, a gentle critter who, thanks to her training, would turn into a raging engine of destruction when threatened.

war Tiger <Tame>

upper body
lower body
head
right front leg
left front leg
right front paw
left front paw
right rear leg
left rear leg
right rear paw
left rear paw
tail

So she was surprised when one of the newest arrivals approached her directly and began talking.

“Young woman! Could you direct me to the captured animals that this fortress has collected in its existence? I have traveled a great length in order to study the creatures who dwell here, who my now sadly deceased nephew tells me, or told me, one should say; he told me that they present a greater variety and diversity of life than has been studied in the mountainhomes in some time. I have abandoned my previous studies in the Jungles of Salting in order to follow up on this eventualilty, and so I would be pleased if you would direct my bodyguard, a Mr. Anderson, who you will note is at my right, and you will direct I and he to the cages.”

Roy was stunned, overwhelmed by the words washing over her. She managed to get out “They’re over there," pointing at the cages which were just down the hall, in plain view.

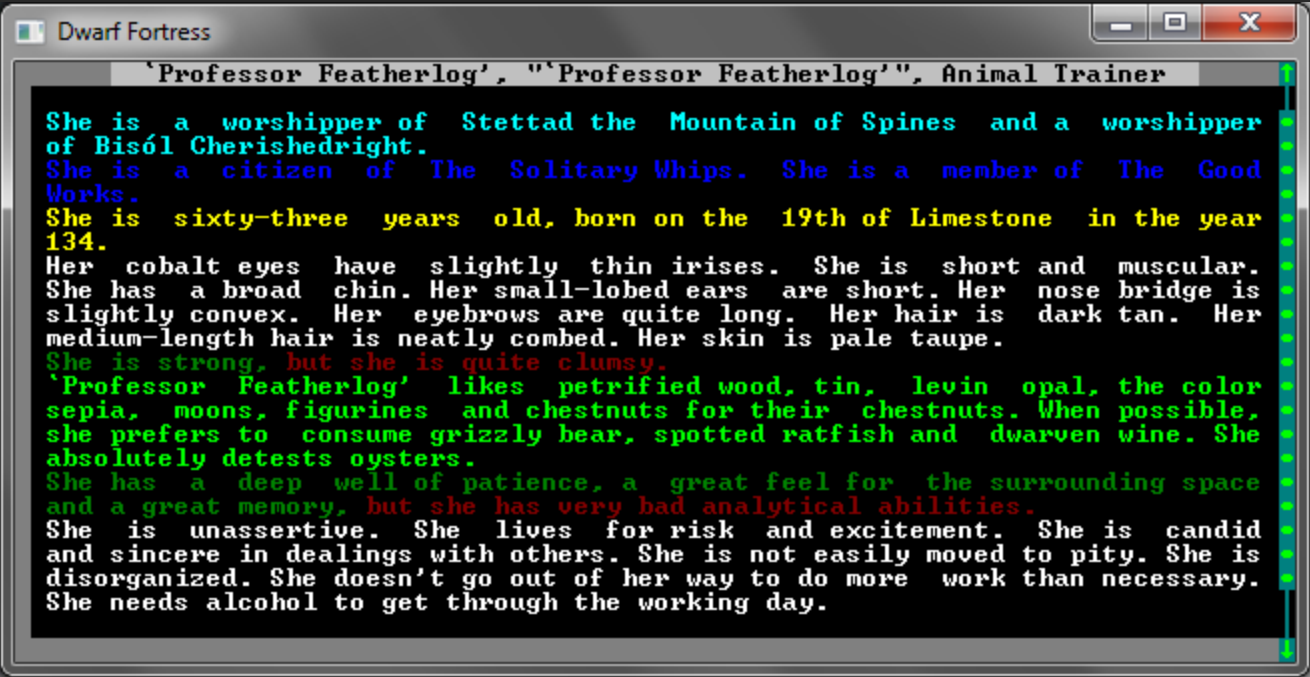
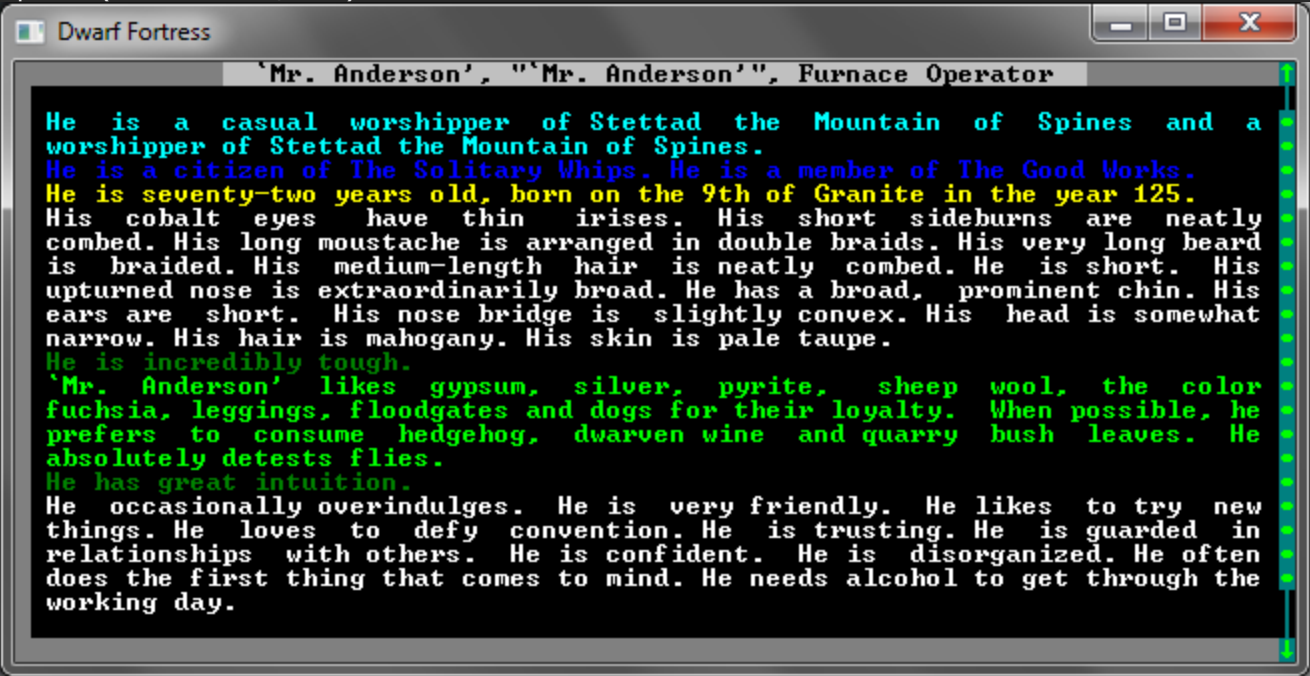
The new dwarf smiled. “Excellent! Excellent! Professor Featherlog, who is who I am, thanks you. And I note that you seem to be accompaniesd by a exceptional example of the Gray Tiger, something I studied extensively in the jungles which I had mentioned earlier. I’ll send you a draft of my findings; you’ll find them well worth the time. Come, Mr. Anderson!”

Featherlog went down the hall, pausing to exclaim over every other cage. "Cavys! And a Hungry Head! Riches beyond imagining!"

Roy went back to grooming the tiger. There was also a grizzly bear that she was intending to train to kill mercilessly on command, but it would have to wait until the crazy dwarf left.

.....

Spoiler (click to show/hide)



Next: Autumn is the Dullest Season.

((I think that's everyone. Is it? Every time I think I got everyone, there turns out to be one that I forgot. Also, I like the idea of Peacespray standing over the bridge.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Mjattie** on **December 12, 2011, 11:43:50 pm**

I worship the same god twice...

What?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **DrKillPatient** on **December 13, 2011, 12:06:24 am**

From the journal of Dr. KillPatient, Malpractitioner
It would appear that the heroic yak "Peacespray" has left the fortress with his original proprietors, who arrived with the caravan earlier this season. A pity, really; for although he was mere animal, that yak administered fine medical treatment upon the invaders with only the

force of his mighty hooves, horns, and teeth... In absence of a delicate surgical tool such as a battleaxe, the creature gracefully bit the injured paw off one of the invaders, relieving it of what would otherwise be excruciating pain. The invader seems to have bled to death under unrelated circumstances soon afterward. No matter, 'twas a noble effort.
Farewell, noble Peacespray. You'll be dearly missed.

((By the way, I don't think you ever posted my personality/skills/equipment pages. Could you do that in the next update?))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **December 13, 2011, 02:51:04 am**

Bye, Peacespray... We'll miss you and the peace you've sprayed :(

Wasn't yaks modded to be trainable? Maybe we should add it to world raws and make war yaks army!

Uh. Is it possible to make dwarfs equip animals with something? Kind of animal armor, blades installed on thorns, and so on...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **December 13, 2011, 06:11:07 am**

He was Peacespray. He fought for peace, and made the blood of our enemies spray upon our fortress. The RED team would be proud.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Mjattie** on **December 13, 2011, 09:12:47 am**

Quote from: peregarrett on December 13, 2011, 02:51:04 am

Bye, Peacespray... We'll miss you and the peace you've sprayed :(

Wasn't yaks modded to be trainable? Maybe we should add it to world raws and make war yaks army!

Uh. Is it possible to make dwarfs equip animals with something? Kind of animal armor, blades installed on thorns, and so on...

I remember I gave a kitten adamantine armor in arena mode...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 13, 2011, 01:38:22 pm**

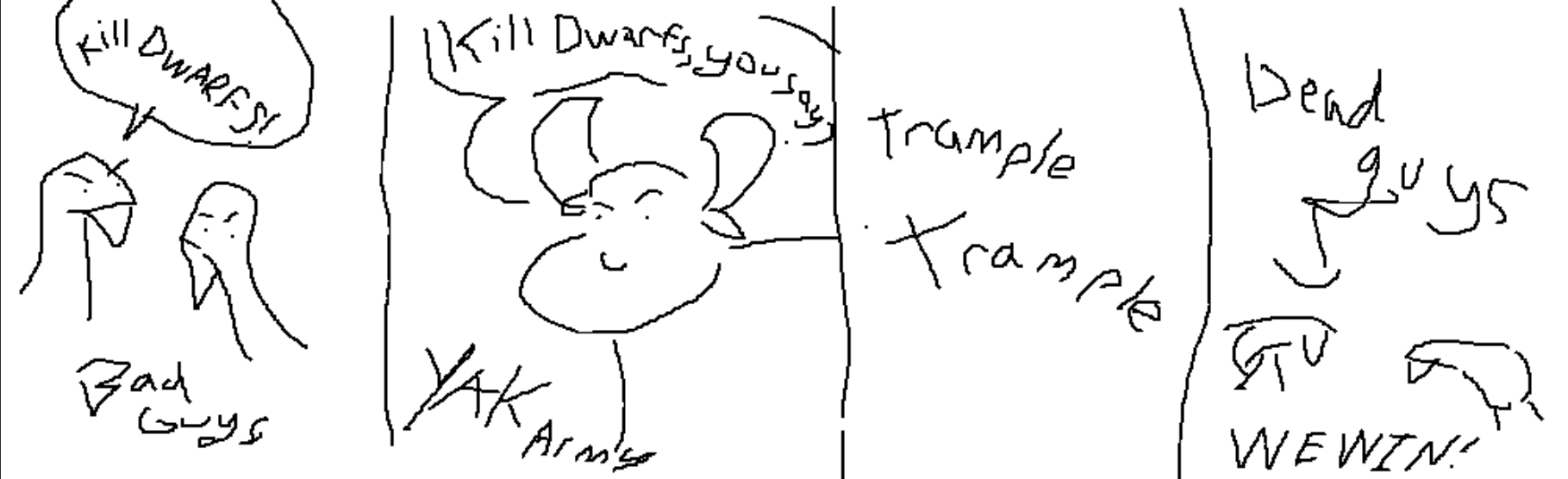
Note from the Fortress, Autumn 197: Part One

There hadn't been a siege in months. The ghosts had calmed down to the point that the endless tormented howling was just a pleasant background. And absolutely no one was going mad.

Wilberforce had been dreading this day. It meant that, with no disasters looming, he had only one job to do. He had to do the paperwork.

It was piled high, deep and wide. Proposals for Peacespray Memorials, requests for more work from the metal workers, requests for less work from the masons, requests for work, any work at all from Siverix...

At least some of the proposals were... interesting.
[Spoiler \(click to show/hide\)](#)



.....

Ishar and Kogut had their first child, who they named Kogut III, Kogut apparently being one of those names that fit every gender.

>'Ishar', Cook has given birth to a girl.

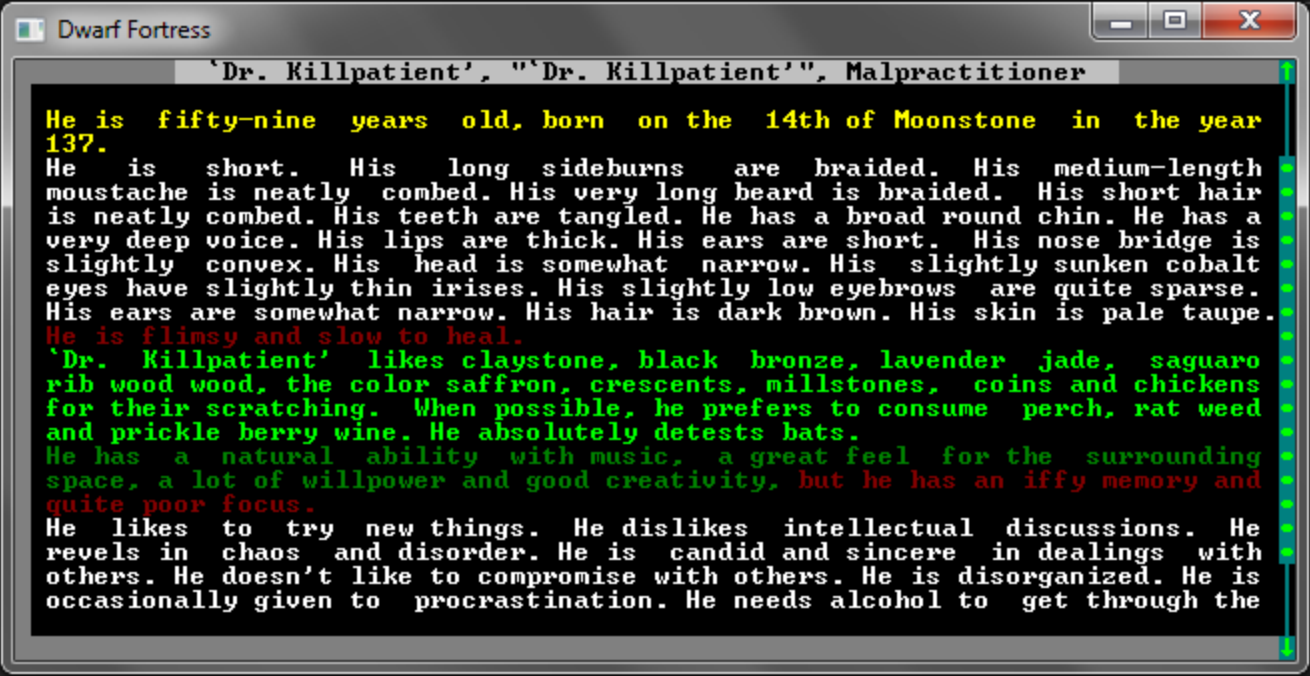
.....

Derm finally got a chance to test out his soul-chopping skills on a gremlin.

A_gremlin! Drive it away!

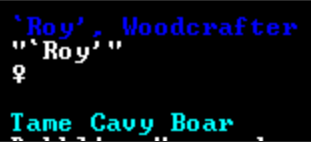
They worked pretty well, and he severed a few of the things limbs before Dr. Killpatient, concerned for the gremlin's well-being, intervened with a medicinal hammer blow to its head.

The Good Doctor:
[Spoiler \(click to show/hide\)](#)



.....

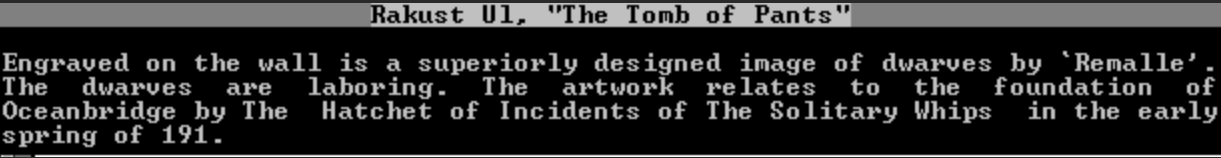
Roy had run out of large, dangerous animals to train, so she was working with the cavy’s they had captured. Perhaps she could train them to squeak the enemy to death.



.....

Remalle was carving new engravings to liven up the bedrooms. Unfortunately, he had also acquired critics.

G had been watching Remalle's work with interest.



"The Tomb of Pants? That’s what you’re calling that one? Don’t get me wrong, it’s quite good, but I’m not sure I want something called the Tomb of Pants in my room."

Remalle gritted his teeth. "It’s not about the pants, it’s about how our greatest efforts are watched and judged by the gods and-"

"And the pants, yes. Those are... the pants of the gods?"

"Forget about the pants, they’re not- Look, I’m just not that good at names, all right?"

.....
Next: More Not Much of Anything!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **December 13, 2011, 06:07:16 pm**

This is just a calm before the storm, I tell you..

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 14, 2011, 02:01:19 pm**

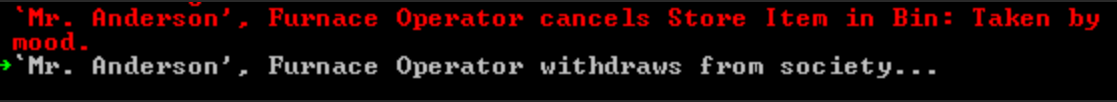
((Short updates!))

A New Artifact:

Argon knew she shouldn’t complain too much. She was getting some work (forging hematite into iron bars. What work!) and she was better off here in Oceanbridge, compared to her old home. Here at least, life was moving forward. People were building toward something, even if they weren’t sure why. Back home there had been nothing but decay and waste, the old nobility rotting away in the jewel filled halls that no-one had the skill to maintain, much less reproduce.

She was far better off here.

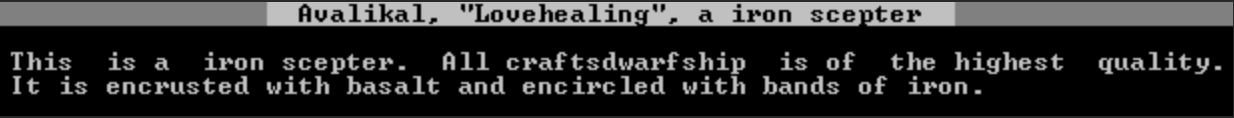
Argon had been thinking along those lines for some time, to distract herself from the tedium of the work she was doing, when she noticed the dwarf name Mr. Anderson sneaking down the hall. He was a large man, not given to subtlety normally, so the sneaking was very, very obvious.



He didn’t notice that she followed him, which was interesting in itself. He had gathered a few bits of metal and rock in one of the old forges. "I wonder what’s he’s going to do there. He doesn’t have any fuel," she thought. It was worth watching.

You didn’t see this kind of thing in the old Mountains, either. They had lost something, that essential energy, or creative drive, or whatever you wanted to call it. But here in Oceanbridge, it was still alive and well.

Well, something was alive and well. She saw him when he emerged, and the item he had crafted (somehow) could hardly be called creative.



But perhaps that had something to do with the psychology of the individual, she told herself. It was still something to see.

.....

Next: Talking About Ghosts, and Goblins

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Siverix** on **December 14, 2011, 02:26:48 pm**

Journal of Siverix Autumn 197

It has been nice and peaceful for quite some time now. Most dwarves would be happy in such a time but I am a soaper afterall and soap isn't very high on the list of dwarven priorities unless someone is injured. I have requested work a few times from the overseer but he seemed rather irritated the last time i asked. It is at times like this what I think about the greatest dwarven invention of then all pickaxes and wonder why I didn't become a Miner.

OCC: does this make any sense? and does it add anything to the story or am i just grafitying your story with my bablings?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 14, 2011, 02:50:48 pm**

It makes perfect sense to me. I quite like the contributions, so no need for you to worry about that. It's good!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **December 14, 2011, 03:31:31 pm**

Peregar was thinking of proper tribute to Peacespray.

"Let it be a huge statue! That sprays it's... well... peace... no, that sucks. Spitting magma? Magma is the solution to everything! And a slogan - Need some peace? Pour it with magma! That's quite a project... Shit, the ocean. It'll turn to obsidian, that's not intended... huh huh...

Ah well... Yaks are peacemakers! We breed yaks, and we use them to peace invaders... Ho ho... Look, a bridge, with yak pasture under it! When bridge retracts, invaders fall on yak's horns!!! Brilliant!!!! Hey guys, I have an idea!!!

What? Tomb of pants? Yep, I'd call that my cabinet, it's an eternal tomb of pants. And socks. Whatever, you see - here are yaks, and here are...

What again? Iron scepter - Lovehealing? Oh, I almost shed a tear... Put it in your ass, I'm talking about importans artistic defences!!! You see, yaks and bridge... Stop polishing that scepter! You're disgusting me!"

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **December 14, 2011, 05:09:43 pm**

Quote from: peregarrett on December 14, 2011, 03:31:31 pm
What again? Iron scepter - Lovehealing? Oh, I almost shed a tear... Put it in your ass, I'm talking about importans artistic defences!!! You see, yaks and bridge... Stop polishing that scepter! You're disgusting me!"

Sigged.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 14, 2011, 08:59:52 pm**

((Ok, this started out as a short update.))

Winter 197: Ghosts

“Excuse me, Wilberforce, I need to talk to you.”

“Remalle! Come in, my friend. Always a pleasure to speak with you.”

Remalle stepped into Wilberforce’s office, and stopped. There were piles of paper everywhere, so it took him a moment to find the man he was talking to.

Wilberforce was at his desk, looking over a small basalt statue of a yak that stood in front of him. “I’ve been looking over the plans from Peregar for the Peacespray memorial. Tell me, do you think it should be anatomically correct? The old boy was a bull, after all. I just wonder if we have enough basalt to do him justice. We could use that new scepter, I suppose.”

Remalle kept staring, then shook his head. “I don’t know about that. And I wanted to ask you about something that I think is more important than, er... that. It’s about the ghosts, and so on.”

“Ah yes! You’ve done splendid work there, let me say. No one has lost a limb in months, which is a great comfort to all of us. An excellent job of spirit-busting, as I believe they call it.”

“Well, yes. But there’s something else. I’m not really sure if those spirits are really gone, and,” he paused, then went ahead, “It’s Neo and Derm that have me worried.”

Wilberforce stopped smiling. “They do, do they? Tell all, Remalle. Tell me why.”

“Well, Neo I don’t know about. But there was a Derm back in the old days, and he went by the title Soulchopper. Now we’ve got someone with the same name, the same title... What was he like before he came here? And we’re getting rid of the ghosts, but where are they going? Rakust is meant to guide spirits over the veil. It shouldn’t be up to us.” He stopped, sure he was sounding slightly crazy.

Wilberforce nodded “You’re telling me we might have spirits wandering about, possessing folks willy-nilly, turning right thinking dwarfs into... other right thinking dwarfs, but ones who are dead? Something’s gone all wrong in the spirit world?”

“I think it’s possible is all. It’s not something I would have ever thought possible before, but-”

“Hold that thought.” Wilberforce put down the statue, which he’d been toying with. “I hear shouts from the bridge!” He got out of his chair and ran past Remalle to the door. “Come with me, my friend! I sense a good old fashioned disaster!”

Puzzled, as he usually was around Wilberforce, Remalle followed.
.....

They made to the bridge, joined by Ishar and Kogut on the way. In the distance, they could see two dwarfs on the outer span, as well as a strange, shifting misty shape. Whatever the shape was, it was chasing the dwarfs.

Balnash was on guard by the walls, and called down to them. “It’s G and some other soap maker, or somethin’ like that. They’re bein’

chased by the ghost of a murderer from the old days! Asob is his name!"

Asob Tumamiden

A short, sturdy creature fond of drink and industry.
A murderous ghost. This spirit has not been properly memorialized or buried.

Wilberforce nodded. "Right! Remalle and Ishar! Get a slab, and *memorialize that ghost!*"

'Remalle', Engraver
"Remalle,"
♂

Asob Tumamiden <Engrave Memorial>
Skilled Engraver

"Balnash, keep both eyes on those poor devils, and see if there's any way to help them!"

"G!" He turned to shout towards the bridge. "Run! Keep running as long as you can!"

.....

G didn't need any encouragement. He could feel the damn things icy hands, or tendrils or whatever they were on his back. He ran, and hoped the bridge was long enough to get him away.



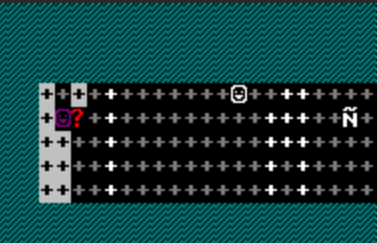
.....

Remalle raced to the furniture storeroom, tripping over a discarded bucket on the way. He found a decent basalt slab that hadn't been carved yet. It would do. He settled down with his chisel, and looked at the name that Balnash had given him.

"Oh my god, not that one..."

.....

G and Siverix (who had also been on the bridge) reached the end. The sea was far below them, looking forbidding and immense and merciless, as seas do at times like this.



G looked down, and then looked at the ghostly figure, who was closer than ever. The thing was holding a knife, he noticed, which also shimmered oddly. A ghost knife, maybe, which didn't mean it looked like it would just pass right through them. Or rather it would, but not in a ghostly way. It looked too sharp for that.

He whispered to Siverix "Want to jump? Probably ain't going to be a worse way to die than what that thing's gonna do to us."

"We don't have to jump! We could..."

"Die horribly at the hands of that ghost, or die in the water. That's th' choice we got here."

"Oh."

.....

Remalle carved as quickly as he could. Let's see... Asob had liked the color maroon, and gauntlets, and of course she'd murdered someone and made them into a gauntlet, that probably should be mentioned.

Ishar was waiting at the door. "Have you finished that thing yet?"

"Almost... just got to get the dates down."

"What are you doing that for?"

"It has to be done *right!*"

He worked a few minutes more, as Ishar started tapping her foot.

"Do you really need to smooth it?"

"Yes!"

He chipped away at the thing, then leaned back and said "There! It's done. Not my best work, really, but-"

-basalt memorial to Asob Tumamiden-

This is a well-crafted basalt memorial to Asob Tumamiden.
The slab reads "In memory of Asob Tumamiden / 105 - 195 / Creator of Profanevalleys the Maligned Fool / Slayer of iton Musclettrade / The color maroon made her happy".

"Just give it to me!" Remalle tried to, and there was a short uncomfortable moment as she tried to carry the heavy slab in one hand. Eventually they got it out of the room together. With as much ceremony as they could manage, (not much, under the circumstances,) they shoved it against a wall. It stayed up.

.....

G was inching towards the edge, keeping his eye on the vengeful spirit, which wasn't easy. The thing kept drifting in and out of vision, but when he could see it, it was closer, and still holding that sharp, jagged, and very physical looking knife. This was it.

His boots were edging over the rim when the ghost shimmered and vanished, like mist over a waterfall.

Asob Tumamiden, Ghostly Bone Carver has been put to rest.

The knife fell with a clatter onto the floor, before it went the same way. G breathed again. Siverix sobbed with relief. They were alive.

.....

Back in the fort, the carved slab glowed for a second, or at least seemed to. Remalle stared at it, then shrugged.

To Ishar he said, “Yeah, I’m going to go get drunk.”

It was a good idea, so she joined him.

In the general chaos, Remalle's questions about Derm and Neo and the other "renamed" dwarfs were almost forgotten. Almost.

.....

Next: Goblins, Really

((Out of curiosity, does anyone know how long the longest bridge built on these forums was?))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Hitty40** on **December 14, 2011, 09:32:22 pm**

I'm pretty sure there is no record for the longest bridge in DF.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **December 15, 2011, 06:57:18 am**

Baaaaah... That was an action movie scene!

Uh. We have statues set at the bridge itself? I always meant the traffic place should be clear, and statues are at the walls... anyway, lets finish it, and encrust it with pieces of art later.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **December 15, 2011, 08:12:34 am**

Sounds all grand man. Love the fact you managed something so nail biting x)
Have i been redorfed yet?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **JacenHanLovesLegos** on **December 15, 2011, 11:26:00 am**

Haven't read this in a long time (last time I checked it was something around 11 pages or so), is Jacen the soapmaker dead?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 15, 2011, 12:18:12 pm**

Quote from: JacenHanLovesLegos on December 15, 2011, 11:26:00 am
Haven't read this in a long time (last time I checked it was something around 11 pages or so), is Jacen the soapmaker dead?

Everyone is dead, we're past-reclaim. that's why the ghosts are such a problem, there are dozens of them.

Varnish, great writing as always.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **December 15, 2011, 05:46:37 pm**

Im a force o' nature.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 15, 2011, 08:49:22 pm**

Winter 197

Siverix was exhausted. Running all the way down the length of the bridge wasn’t easy, doing it while being chased by a murderous ghost was, well, also not easy. But he was almost back to the fort. A few drinks, a nice wash up with some crundle soap, and he’d feel like a new dwarf.

That’s what he was thinking when the goblin, who had been hiding behind some driftwood on the beach, shot him in the left leg.



He let out a cry of “ambush”! Actually, he didn’t quite say “ambush”, he screamed and cursed and fell onto the floor of the bridge. But the meaning got across, just the same.



.....

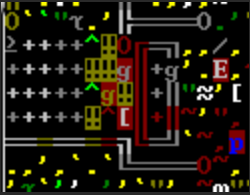
Wilberforce went over the plan again. It hadn't changed much since the last attack.

"We draw them into the traps. Anyone who is left among the living, we stab to death. We built those traps, and I'm damn well going to see them get used, if my name isn't George Y. Wells."

The Scout raised his hand. "It isn't!"

"Exactly. They have to work this time."

And to everyone's amazement, they did. The goblins who weren't trapped in cages were eviscerated by the various weapon traps.



Only one goblin lasher survived, and he was crushed into a fine paste when Peregar let the drawbridge come crashing down on his head.

It was a victory, and victory at the cost of only one slightly wounded dwarf. No stabbings were required, to the disappointment of a number of people in the military.

.....

Dr. Killpatient was upset. He hadn't had a chance to practice his art on the goblins outside, as all of them were irrevocably dead by the time he got to them. Lucky for him that Siverix had been wounded, really. He didn't want to lose his skills.

"Ah, there's the patient! Don't worry, a good hammering will have that arrow and your knee out of your leg in no time!"

Siverix tried to scuttle away, not something you should do when there is an arrow in one of your legs. "Get away from me! I don't want some inexperienced quack operating on my leg."

"An insult!". Dr Killpatient smiled. "I, my friend, am one of the most experienced quacks around."

.....

Meanwhile: Somewhere Else (Again)

From the New Journals of Aban Brothertreaties, Bookkeeper

(written in charcoal on a piece of birch bark)

Well, I've learned something new since arriving in human lands. (And by arriving I mean washing up half drowned on the shore). What I learned is that they allow the country to be infested by all sorts of hideous creatures who cackle at you and will stop at nothing to kill you dead. And don't get me started on the things they call bogeymen.

Why am I writing this? Well, it's better than going mad. Of course, I'm saying it out loud while I write it, so maybe I am losing something of my mind. Earlier I fell into a lake of rum. At least, I thought the lake was made of rum. Or I thought it thought it was made of rum. It might have been my imagination.

There's a shape in the distance that looks like a mountain. We're going to try to reach it. And by "we", I mean me. Yes.

(Continued? Maybe.)

.....

Next: A Short Lecture on Gods

Quote from: Masked_Hunter1825 on December 15, 2011, 05:46:37 pm

Im a force o' nature.

((Oh references. Perhaps I'll start peppering this thing with references to things that I like. In fact, maybe I already began?*

Jacen, your guy is long dead. You can be re-dwarfed if you want. Karakzon, I think your dwarf survived the fall, so you could be re-dwarfed as a new him, or as someone else. Your call.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **++!scientist!!+** on **December 15, 2011, 11:01:52 pm**

I want to be redorfed as a similar dwarf.

In fact, I want to be Dr. Killpatient's **arch nemisis** or, in other words, an unbearably cheery person.

Just to say, I've been reading this thread constantly, but I wasn't sure if the reclaim had advanced enough to need 2 doctors.

EDIT: I forgot to say that the dwarf's name should be "scientist mk II" and his title should be "certified-practitioner" if titles can go that long

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **December 16, 2011, 01:03:55 am**

Crap, Remalle is on to me...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 16, 2011, 02:18:51 am**

I'm not sure if I should do one of the arrow to the knee jokes that are popular (read: despised) these days. Probably I shouldn't.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Siverix** on **December 16, 2011, 07:00:57 am**

(written in dwarven blood on one of the buckets in the hospital)

I can't believe what we might finally have a need for soap and i'm the one in need of it. Also why do they even need to break my entire knee to restructure it?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **December 16, 2011, 07:58:19 am**

Feel free to choose wich ever incarnation would be most amusing ^^
Having my guy sent straight back with the next migrant wave after only just reaching dwarven civilisation would do swell.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **December 16, 2011, 11:09:52 pm**

Sure, add references. Shall I add more? MY FAVORITE DRINKING BUDDY, LETS GET SOME MEAD. Also, didn't one of our dwarves take an arrow to the knee? better make him a guard.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Mjattie** on **December 16, 2011, 11:24:47 pm**

So since I made an artifact, i'm a legendary metalcrafter right?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 17, 2011, 01:24:55 pm**

Quote from: Masked_Hunter1825 on December 16, 2011, 11:09:52 pm
Sure, add references. Shall I add more? MY FAVORITE DRINKING BUDDY, LETS GET SOME MEAD. Also, didn't one of our dwarves take an arrow to the knee? better make him a guard.

And Varnish never tried to reference anything, ever again.

Quote from: Mjattie on December 16, 2011, 11:24:47 pm
So since I made an artifact, i'm a legendary metalcrafter right?

Yup.

Real update when I have time. Today, maybe? Maybe next thursday.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **DrKillPatient** on **December 17, 2011, 02:35:24 pm**

Quote from: varnish, writing for Dr. KP on December 15, 2011, 08:49:22 pm
"Ah, there's the patient! Don't worry, a good hammering will have that arrow and your knee out of your leg in no time!"

That intermission with me and Silverix was incredibly awesome. Especially the implications of using "and" instead of "in" there.

Quote from: +!!scientist!!+ on December 15, 2011, 11:01:52 pm
I want to be redorfed as a similar dwarf.
In fact, I want to be Dr. Killpatient's **arch nemisis** or, in other words, an unbearably cheery person.
Just to say, I've been reading this thread constantly, but I wasn't sure if the reclaim had advanced enough to need 2 doctors.

Hah, this would be an interesting addition. Perhaps you're one of the sensible doctors from the Mountainhomes that voted to toss me out in the first place, coming to Oceanbridge for work and unaware that I've settled here?
By the way, I don't think you being dwarfed as a doctor would be overdoing it. In fact, I'm not even a doctor. ;D See my first character post (<http://www.bay12forums.com/smf/index.php?topic=93958.msg2812259#msg2812259>).

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **+!!scientist!!+** on **December 17, 2011, 11:07:59 pm**

After reading a bit I have a new idea:

Quote from: DrKillPatient on December 05, 2011, 06:10:09 pm
The cocky bastard told me that my record 98% patient mortality rate was *too high!*

I want to be the remaining 2% (The dwarf Dr. Killpatient failed to kill)

On a completely unrelated note I tried my hand at drawing artifacts with a program called "adobe illustrator" here are the results:

Lovehealing:
[Spoiler](#) (click to show/hide)



Mustybinds the Mute Hero (an elephant bone hammer from early on):
[Spoiler](#) (click to show/hide)



I colored it a slight orange because elephant bone is basically ivory which is a light orange, not white.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 19, 2011, 11:48:24 am**

((I like those! It makes me wish I could actually find some of the old artifacts. They seem to have all dissapeared, except for the ones that were built. This update is bigger, to make up for lost time))

An Excerpt from a Short Lecture on the Gods, by the Professor of Applied Mythology, MH

We might wonder what this array of Gods would look like to the outside observer. He would see, perhaps, a curiously incomplete divine pantheon. Looking at the superficial, he would wonder where the gods of nature, of fertility, of love and lust and war and other popular activities are. Our hypothetical observer, has, of course, misunderstood both the function of gods within their own society, and the nature of that society itself.

That Rakust is known as a god of death should not cause one to conclude that he is a god hostile to life, or that he simply acts as the end of life. Rather, his domain encompassed the whole of death, which naturally includes war and disease, violence and accidents, cave ins

and natural disaster; butalso birth and the flourishing of life, which must always give way to new life through death. Rakust is not a small god; he is the messenger of life and death, the guide for the lost, and a welcome friend to the suffering. He is worshiped in all of these guises, and more, as I am sure you are all aware. So we see that a god who, from the outside, is simply the god of "death" encompasses far more.

Our pantheon is complete, and beautiful in that completeness. It only takes a bit of investigation to show that beauty.

.....

From the Memoirs of Wilberforce Amber Ropenourished Early Spring 198

Another year, dear readers, and I would like to believe that this year will be... less full of incident. Let's hope for a year of building and naught else.

Of course, some events have already proven me foolish for hoping that, but nothing terrible has happened yet. Still, it was a source of some terror when, on the second day of spring, our own Doctor Killpatient was spotted skipping through the halls, a merry twinkle in his eye.

'Dr. Killpatient', Malpractitioner is taken by a fey mood!

Those who spotted him close themselves in whatever room they might find, barring the doors if possible, but the doctor sequestered himself in a masons workroom and only emerged a week later, bearing a brand new... millstone.

Great and wondrous are his works to behold, or so the saying must go, if I remember right. This work is a bit underwhelming, I must say, however.

Edólesis, "Weathertrotted", a basalt millstone

This is a basalt millstone. All crafts dwarfship is of the highest quality. It is encrusted with basalt and encircled with bands of basalt. This object is adorned with hanging rings of giant cave spider silk and menaces with spikes of basalt and acacia.

The latest news, the news of just a minute ago, in fact, is that migrants have arrived. I'm off to meet them. There's nothing I like more than meeting a few new fellows.

.....

Wilberforce popped his head over the battlements, then popped back down again when a crossbow bolt narrowly missed his head. "They're shooting at us!"

Bayar, Balnash and Derm answered with variations of "We know." Bayar continued. "There's about twenty five of 'em, and the leader is the one doing the shooting. Only good thing is that he's a terrible shot. But we haven't been able to talk to him yet."

Wilberforce shook his head. "This is nonsense. I'll have a word. There's nothing that two dwarfs of good will cannot solve with words."

He looked over the edge of the wall again, and a steel bolt clattered against the wall several feet below. "I say! Please stop shooting at us, my good man, we-"

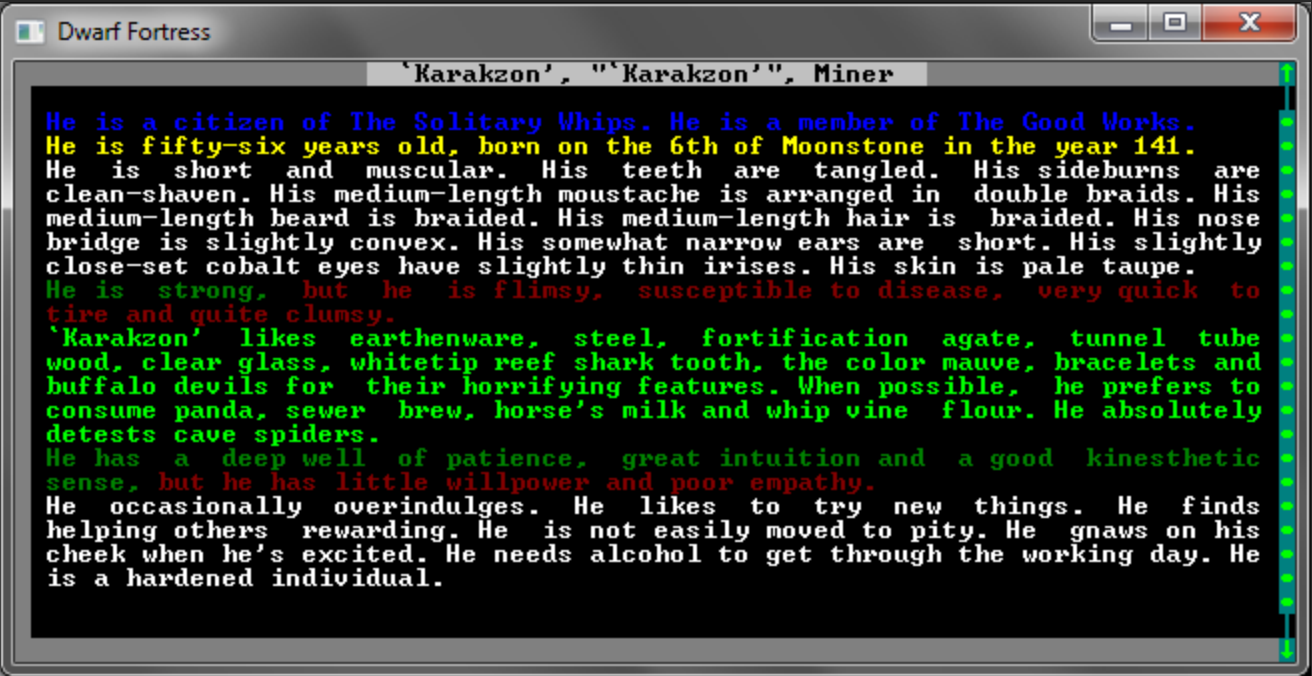
He was interrupted by a shout from below. "There's one of the bastards! All right, charge, my lads! Let's reclaim this fort!" The dwarfs gathered on the plains below seemed uncertain about this. A few of them had weapons, and they waved the in the air cautiously.

"Afraid you've made some sort of mistake, my man! This fort is reclaimed already; by which I mean, we are on your side-"yet another bold flew by and struck a passing seagull. "So I would quite appreciate you ceasing this whole shooting at us business!"

The migrant army's leader at last showed himself, stepping out of the crowd. He was a very burly dwarf, and he held a crossbow in one hand and a pick in the other, which may have accounted for his inaccuracy. "What the hell! You're all dwarfs!" He seemed offended.

"A point we have been trying to get across to you, my dear fellow! Who are you, if I may ask?"

"The name's Karakzon!"



"I helped build this place." He gestured with his pick. "Dug it out myself, mostly. Escaped after the fall, went back to find some dwarfs and raise an army, and came back to storm it by force!" He frowned. "I admit it took longer than I planned, on account of I couldn't find the mountainhomes. But I got an army just the same." He pointed at Wilberforce. "And then you had the damn nerve to come and do it before me!"

"Terribly sorry about that."

"I... what?"

"Well, we weren't to know! We were just migrants ourselves, hoping to find a new home. Still, why don't you and your friends come on in anyway. We'll throw a celebration party. We've got plenty to eat and drink here, and I'm sure you and yours are hungry and thirsty. We'll welcome you back in as a hero; after all, with one of the founders back among us, I think we can call this fort truly reclaimed!"

Karakzon thought it over, then nodded. "Yeah, all right. Come on boys! The fortress is ours!"

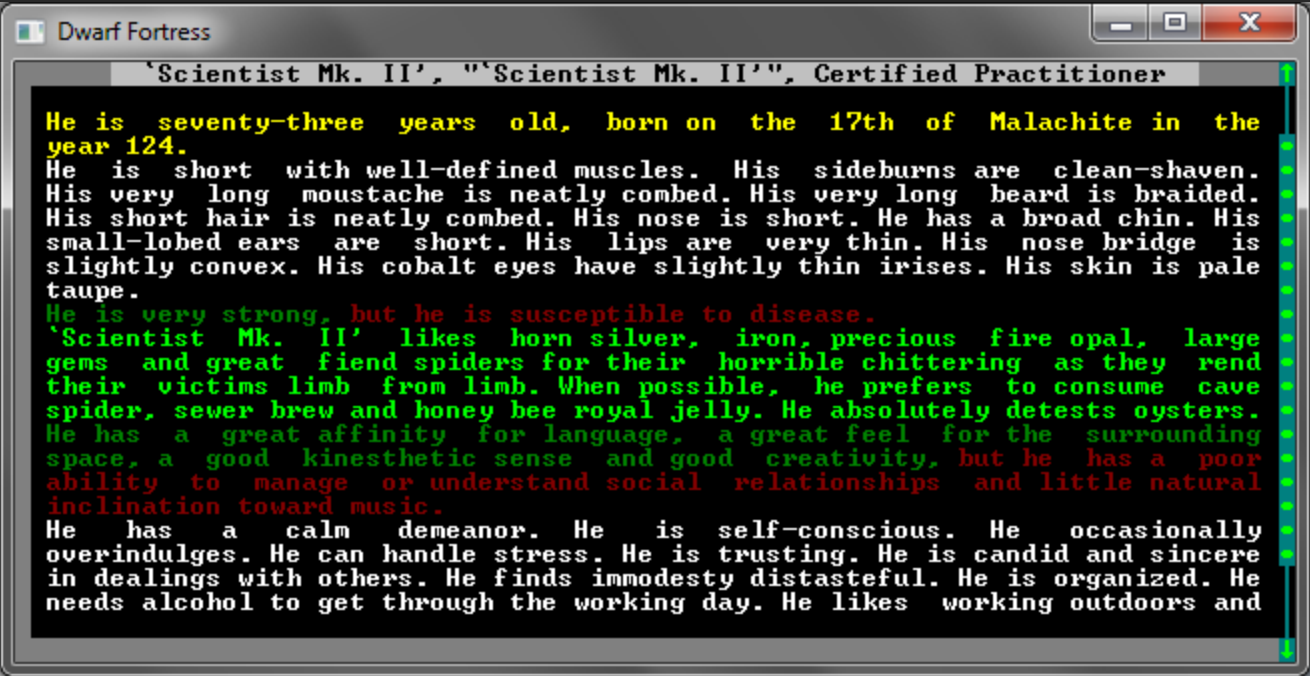
One of the soldiers paused in mid weapon wave "We won?"

"More or less."

"Yes!"

.....

There was one more encounter as the new migrants mingled with the general population. Several doctors had joined Karakzon’s mob, much to the relief of anyone who had been treated by Dr. Killpatient. One of those doctors was surprised himself by the presence of the good doctor.



“That... that man! I saw him years back for a mild cold! Barely escaped with my life, and I’ve still got scars all over my back!”

“Doctor? He’s no doctor, he’s one of our best hammerdwarfs. Does spend a lot of time in the hospital, but I always put that down to a generous and helpful nature.”

.....

From the Memoirs of Wilberforce Amber Ropenourished, Late Spring 198

There’s something about this fortress, I have learned in my tenure as its leader. It draws in disaster like a ... what is that thing, starts with an I? Exceptionally good at drawing in bits of metal. Anyway, disaster likes to find this place.

Those many armed apes came back, and, from what I can see of the fellow, it appears that their leader is with them.

Xuspgas Usposnuddu, general
"Xuspgas Lesionpointed"
General, ♂

I’ve no fear of these animals, as we’ve defeated them several times over, though admittedly with the aid of a valiant yak. This time, one of our resident friendly goblins seems to want to take up the mantle of local hero. He’s slain two of the things so far, and is leading the rest of them on a merry dance through the fields.



Easy enough to deal with, had it not been for the arrival of some unfriendly looking elves shortly after.



The gates are closed, and a council of war called for. We’ve got to figure this thing out.

.....

Next: Elves, Elves, Elves.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **DrKillPatient** on **December 19, 2011, 01:12:50 pm**

Hmm, a siege. I suppose the stranglers are no threat, but their alligators are deadly. The ferric elf bowmen will pose a huge problem as well. If we can lure the bowmen into an enclosed space and attack them there, we should stand a good chance. What's the size of our militia now?

Have you by any chance breached the caverns yet? If there are some flesh balls (http://df.magmawiki.com/index.php/DF2010:Flesh_ball) in there, you can send the hammer- and mace- dwarves to pound them into pulp. Flesh balls are basically immune to blunt attacks, so the dwarves who are sent to beat them to death will level up in weapon and wrestling skill very quickly. Just make sure you monitor the dwarves so that they don't starve while fighting.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 19, 2011, 02:09:50 pm**

Hm, a battle. Wonder how many limbs I'll lose. I'll need at least one good hand to beat ape-men.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Karakzon** on **December 19, 2011, 02:54:01 pm**

really need to work on a killing system that sweeps our foes into the sea -and then moves the loot into collection ports-

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Siverix** on **December 19, 2011, 03:02:44 pm**

Journal of Siverix, Spring 198

Our fortress is being sieged right now and while i hope our boys do great on the battle field I also can't stop thinking about all the work I would get if a couple of them got there toes smashed open. Alas such is the life of a soaper.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 20, 2011, 07:52:16 pm**

((Shortest update. Why? Because tired. Sleep needed. For words. Also for pictures.))

Report of Bayar Shotrust, Militia Captain, on the Siege, to Wilberforce, Expedition Leader

I'm not going to waste words.

Dark Strangers* attacked a goblin axeman. Fight went on for a long, long, long time.



I mean it. Strangers outnumbered axeman twenty to one and somehow got themselves killed. The general caught in a cage near the arena. Axeman died too, but that part of siege otherwise broken. Nice.

Elves were drawn into traps, killing some, trapping others. Elves standing on bridge were launched into sky by closing drawbridge**.



Drawbridge then opened again, crushing them. A good trick, worth repeating. Tell that to Peregar. Others fled. That part of siege broken.

That's it. I'd complain about not fighting, but wait, the hell I'll complain. I like my limbs.

We fought off another siege with no casualties. Feast time? Feast time.

*That's what that pompous Featherlog calls em, Wilberforce. He's the expert, I'm told.

** Goddamn most hilarious thing I've ever seen.

.....

Next: A Nice Arena Fight

((Wooo!))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **DrKillPatient** on **December 21, 2011, 01:41:28 am**

Hah. Look at me puzzling over complex military strategies, too busy to notice the invaders tear one another apart, then file their survivors under a drawbridge in an orderly fashion. WHAM, WHAM, WHAM. Siege broken.

It's that easy. (http://www.youtube.com/watch?feature=player_detailpage&v=62B61Bc7yIY#t=25s)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 21, 2011, 05:03:08 am**

You should name one of your dwarfs Rorschach for updates like this.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 21, 2011, 11:34:06 am**

((I don't remember writing most of that. Most of yesterday is a blur, in fact... oh well!))

From the Memoirs of Wilberforce Amber Ropenourished

Dear readers, I invite you to imagine the celebration that ensues when one breaks two sieges at once. I invite you to imagine it, as I don't remember much other than the initial moments. The stockpiles of drink are quite depleted.

I do remember the nice little contest we set up in the arena built by the previous inhabitants. While the contest was small, it had its moments of glory and high humor. Unless the humor was low, I've never been sure of the difference between the two. I put a small amount down on the outcome, a friendly little wager. Now I only hope that the Scout's memory has been as... muddled as my own.

We had placed a goblin thief, a flying head and one of those exceptionally angry badgers in the arena. The audience was gathered and the

beasts duly released to do glorious battle with one another.



The badger struck first at the head, seeming to be offended by the very concept of flight.

The Honey Badger bites The Hungry Head in the left wing, tearing the fat!
The Honey Badger latches on firmly!
The Honey Badger shakes The Hungry Head around by the left wing, tearing apart the left wing's muscle and bruising the bone!

Alas, its efforts were for naught, as the freakish head survived the assault and took flight, out of the arena itself (something we should have considered). This distraction enabled the goblin thief to claim victory. He fended off the rending teeth and claws of the badger, and struck it down with a single blow.

The Honey Badger bites The Goblin Master Thief in the left foot, bruising the muscle through the <<giant cave spider silk sandal>>!
The Honey Badger latches on firmly!
The Goblin Master Thief slashes The Honey Badger in the head with his <<large copper dagger>> and the severed part sails off in an arc!
The Honey Badger <lame> has been struck down.
The Goblin Master Thief stands up.

He was given his reward (in the form of silver crossbow bolts) and we all retired to the dining hall, myself having learned a valuable lesson. Never bet on the badger.

.....

Next: Ghosts are (still) Problems.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **armeggedonCounselor** on **December 21, 2011, 01:34:34 pm**

Honey badger don't give a fuck.

Feel free to dorf me, as The Counselor, because ArmeggedonCounselor doesn't fit.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **bayar** on **December 21, 2011, 06:12:29 pm**

Well that arena fight was amusing. Hopefully we'll get a yak next time.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Hitty40** on **December 21, 2011, 06:29:31 pm**

Quote from: bayar on December 21, 2011, 06:12:29 pm
Well that arena fight was amusing. Hopefully we'll get a yak next time.

'The Return of Peacespray'

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 21, 2011, 10:48:54 pm**

Interesting note: elf merchants arrived at the same time as the siege, and were slaughtered. The one survivor? A yak, who was knocked into an dry pond. Hm...

This is not an update.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 22, 2011, 11:18:14 am**

You should totally rescue that yak. Who knows how useful he may be in the future...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 22, 2011, 11:44:12 am**

((Perhaps.))

A Short Discussion on Ghosts

Ishar and Kogut were dining with Remalle, Peregar and Balnash, and Bayar. They weren't dining in the dining hall, for various reasons; instead they'd got together in the old mayor's office. They were united in mutual suffering.

"It's the endless howling that gets to me."

Rîsen Tomêmoltar

A short, sturdy creature fond of drink and industry.

A howling spirit. The ceaseless noise is making sleep difficult. This spirit has not been properly memorialized or buried.

"I go to the dining hall, the thing is there, howling away. I thought ghosts lived in hard to reach places that, you know, people never went to!"

"You're lucky, man." Balnash said. "I've got the same ghost following me wherever I go. I don't even remember the bastard that well, and that doesn't stop 'im."

A short, sturdy creature fond of drink and industry.

A moaning spirit returned from the dead. It will generally trouble one unfortunate at a time. This spirit has not been properly memorialized or buried.

"I haven't had a night's rest since the day it started." He turned to Remalle. "I wish you could carve a damn memorial for the guy and get it done with."

"I told you, I can't memorialize someone when I don't remember a single thing about them! It doesn't work that way. I don't know why, but it doesn't. I mean, how would you like it if you'd died, and I wrote on your slab "Balnash: He Sure Was a Person."

"I wouldn't like it at all, but mainly because of the dyin' part."

"I guess the ghosts aren't a real bad problem, compared to some of the other things around here." Bayar put in.

"Oh yes", Ishar said, a note of bitterness in her voice. "Ghosts aren't that bad at all."

"Hey, you know, you could say that the ghosts around here are 'armless'! Eh?" The others stared at him.

"What?"

((My enthusiasm for the fort is at low ebb right now. Is it time to change things up a bit? I don't know.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **December 23, 2011, 12:19:09 pm**

Quote from: varnish on December 22, 2011, 11:44:12 am

((My enthusiasm for the fort is at low ebb right now. Is it time to change things up a bit? I don't know.))

oh. That's not good. :o

Whatever you change, it should be epic!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **December 23, 2011, 09:29:11 pm**

Do something crazy. Finish the bridge, then build a new fortress on the other side that leads to the underworld.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **jetex1911** on **December 24, 2011, 04:26:30 pm**

When the bridge is finished, rig it so that if the fortress is about to be taken over, have it so that one lever pull will collapse the bridge. Make a fortress underneath the bridge as well, hanging underneath it.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 24, 2011, 04:38:48 pm**

How far did you reach with the bridge itself? I imagine it's waaaaay far from finished.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 24, 2011, 06:34:02 pm**

This picture is somewhat outdated, but shows how far there is to the opposite shore, sort of. It's hard to judge the distance.



It's Christmas eve, and I'm baking pies. No update, not now at least.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **UltraValican** on **December 24, 2011, 06:35:04 pm**

MMMMM..What kind of pie?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **magmaholic** on **December 24, 2011, 06:40:31 pm**

Quote from: UltraValican on December 24, 2011, 06:35:04 pm

MMMMM..What kind of pie?

PIE FLAVOUR PIE

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 24, 2011, 06:46:51 pm**

Quote from: UltraValican on December 24, 2011, 06:35:04 pm

MMMMM..What kind of pie?

Apple!

And a kind of sweet/savory traditional pie that I can't remember the name of. It had apples, and chicken, and cabbage, and wine, and onion and other great things in it. And I made the crust with *lard*, because lard is *best*.

I did not make recursive pie.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 25, 2011, 06:54:41 pm**

((Happy Winter Holiday Season! Still thinking this thing over. Tiny Update))

Meanwhile, In Oceanbridge, a Crisis!

“Wilberforce! It’s a disaster!” Ishar had run all the way to Wilberforce's office. She stopped to catch her breath.

“What? Tell me all, and spare not one detail!”

“Neo’s putting up a schist statue in the new dining hall!”



Wilberforce leapt up from his desk. “The damn fool! That room is made of basalt! Everyone knows you match schist with limestone, not basalt. He’ll doom us all!” He thought for a moment. “Quick, fetch me Urist Stidestrigoth’s Big Book of Architectural Errors. We’ve got to fix this, and now!”

The two of them rushed off.

There wasn’t much happening in Oceanbridge.

.....

Next: A Conversation in the Mountainhomes.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **SirFellfire** on **December 26, 2011, 03:51:18 pm**

wow man this fort is really awesome, i only wish those glass tubes carried rum instead of magma! i'm not done yet with reading but i well damn hope you go on with dermonster proposal of training war elephants! :D
would you mind to dorf me as a gem cutter/beekeeper named Orcrist? i would like to have a nice obsidian short sword and get some practice with it during breaks, if possible :)

by the way, now that i think of it, are constructed fortifications immune to building destroyers? i thought you had to get them carved from artificial obsidian if you wanted to construct them where there was no rock wall

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 26, 2011, 05:38:56 pm**

Constructions are practically indestructible, save magma. Building destroyers will never destroy walls, floors and fortifications. What they can destroy are doors, floodgates, levers, workshops, etc.

By the way, do we have an arena? You could use it a little more to get a little FUN going. It could train the troops, *and* get a good chunk of your military force into intensive care. Everybody wins. Except the soldiers. And the prisoners.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **SirFellfire** on **December 27, 2011, 08:54:04 am**

Quote from: varnish on November 14, 2011, 09:49:20 am

Derm had recovered, and then some.

adamantine strands, Sewn into
palm splint, Right lower arm
Gorrothathel, Multigrasp

And he had a new weapon.

Gorrothathel, "The Disemboweled Ring", a adamantine battle axe

This is a adamantine battle axe. All crafts dwarfship is of the highest quality. It is encrusted with limestone and basalt, studded with adamantine and encircled with bands of adamantine. This object menaces with spikes of adamantine and palm.

Things were going to change.

that was an AWESOME TRAILER!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Alluvian_Est-Endrati** on **December 27, 2011, 11:20:34 pm**

Very nice fort & story thus far. Glad to see you reclaimed the site and are continuing onwards. I always enjoy fortress projects such as this one built out over the water. Loads of !!FUN!! usually. :P

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Hitty40** on **December 27, 2011, 11:29:17 pm**

I have an idea: how about do side stories for the B12er's who have dwarves?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 28, 2011, 01:09:43 pm**

Quote from: Hitty40 on December 27, 2011, 11:29:17 pm
I have an idea: how about do side stories for the B12er's who have dwarves?

((An update on everyone extravaganza! That is what I will do. After this. I have been reinvigorated.))

Meanwhile, in a Different Place, Some Time Earlier:

Aban Brothertreaties pulled herself over the edge of the cliff face and collapsed on the dirt there. She’d finally found it, she was sure... The mountains were shaped right, the piles of refuse scattered in the valleys below smelled the same as when she had left... She had made it. She was back in the Mountainhomes.

She stood up, looked around, and saw ruin.

Aban stared. She stared for a solid minute, and nothing changed.

She was home, all right. The massive granite pillars that lined the entry way were still there, huge and immovable (wrong, actually, one had fallen). The steel gateway, standing thirty dwarf heights high, still stood mostly, though the right door caved in and warped.

The walls of the cliffs had been blackened by smoke from some tremendous fire, and enormous blocks had come tumbling down onto the grand road that lead into the mountains.

And if that isn’t enough to convince you that something terrible has happened, Aban thought, the mounds of skeletons might just do it. You didn't need to look too close at them to see that they were dwarfs. Something had gone wrong, horribly, horribly wrong. Aban sat down heavily, feeling numb.

It was then that she heard the voice.

“Awaken, oh sleeper!”

She looked around. There was no one who could have spoken, unless skeletons had learned to talk, a point she wasn’t going to dismiss right now.

“Um... hello?”

There was a pause. Smoke continued to billow around the shattered doors in a halfhearted sort of way.

“Listen.” said the voice, “Could we start over? I had kind of planned this based on the idea you would be sleeping.”

“Ah.” She stood up, noting as she did that she had accidentally sat on a rather large skull. “Well, I guess?”

“Excellent.” The voice did not clear its throat, but it did wait as if thinking, before saying **“Stand, oh seeker, and hear the voice of your god! You have been blessed and chosen for a great quest, and-**”

“I’m already standing.” Aban began uncertainly, before the voice bellowed.

“Silence before me for I am your god!”

“You are?” So you’ve gone mad, Aban. Might as well go with it. “ Well, which one?”

“I... I’m Tholtig, woman. I’m your damn god.” The voice had lost it’s echoey quality and just become irritated. “Listen, I need you to go back whatever hole you came from.”

“Oceanbridge?”

“Really? That’s goo- I mean, yes. Go back there, and when you get there, I need you to do something very, very important... Er, I mean... **Listen, Insignificant One, to the words of Tholtig, God of Fortresses!**”

((To be concluded))

.....

((Back to real business...))

From the Memoirs of Wilberforce Amber Ropenourished
Dear readers, I’m speaking to you for the first time, not as the leader of an expedition, but as a simple civilian. There’s been a change of leadership in Oceanbridge, and I’m still attempting to understand the issue.

I first heard the news when the normally taci... taci... What’s the word? Tactical, perhaps.

The normally quiet Mr. Anderson approached me in my office and informed me that he would require finer quarters and an office of his own. I politely responded that this would be impossible, as he had neither the rank nor skill to request such a thing. His response was that he did have the rank, as the office of mayor, which he had been voted in to, entitled him to not only a fine office, but a dining room as well.

“Mr. Anderson”, mayor

From Balnash and Karakzon I’ve heard that this is a part of our home’s founding charter. One can’t imagine why. This voting business seems like a tremendous waste to me, but I shall respect the result. I have handed over the mantle of leadership to our Mr. Anderson, and I hope that it does not prove to heavy for him.

I suppose that I should thank the gods that it wasn't Dr. Killpatient in my office.

One other item of note: the trapped yak whom some expected to replace Peacespray in our hearts has been stricken by a deep depression.

→Yak Cow is stricken by melancholy?

I'm not sure how we know that, but Professor Featherlog assures me that it is so. Possibly he was brought down by the weight of expectations.

.....

Introducing Mr. Anderson:

The soldiers of Oceanbridge were busy training when Mr. Anderson stopped by.

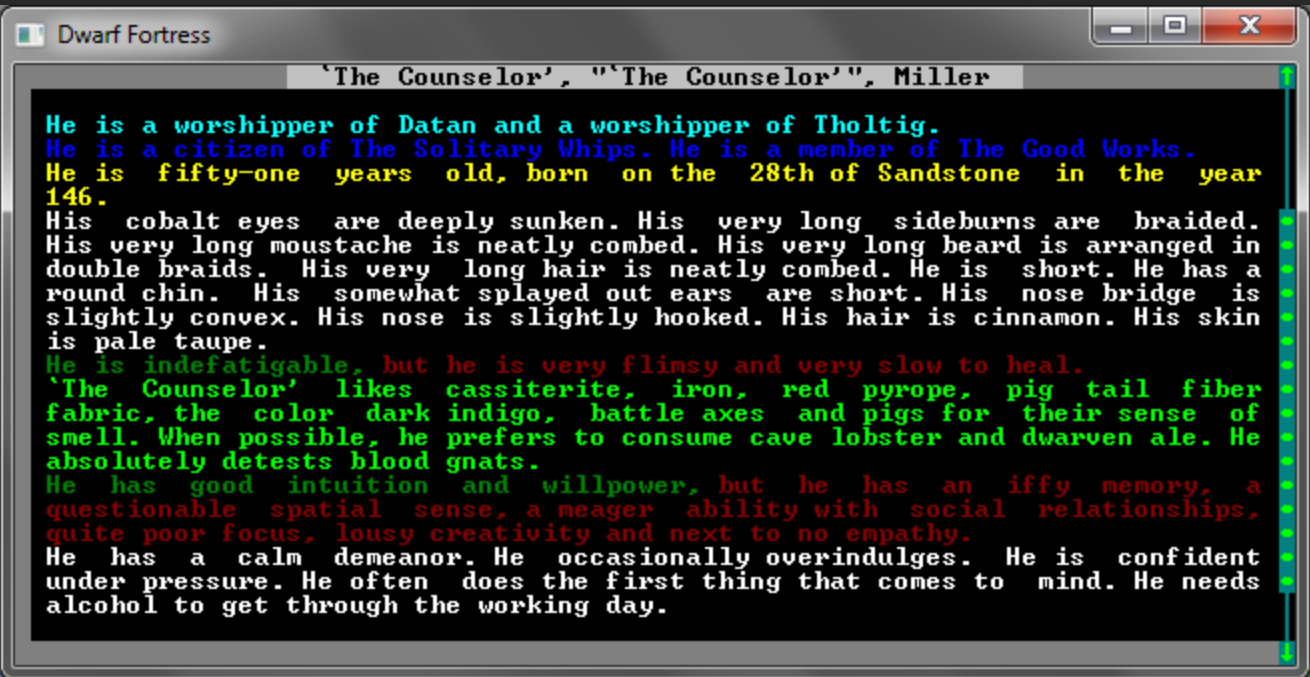
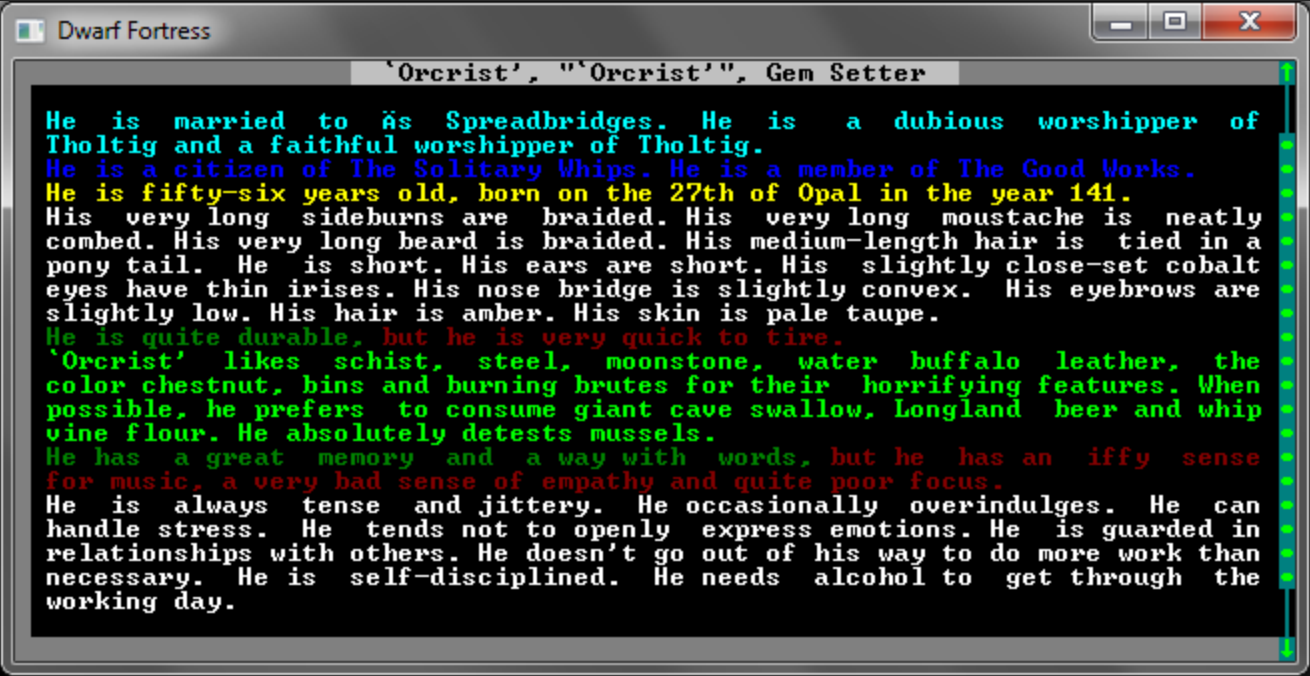
Mr. Anderson wasn't the sort of dwarf people noticed. He blended in to the background. His hair and beard were immaculately trimmed and combed, and he walked with the aid of a cane sometimes, but aside from that most people thought of him as Professor Featherlog's bodyguard. It had surprised almost everyone when he was elected mayor.

He watched the training for some time, unnoticed. Two of the newest recruits were staging a mock fight with obsidian swords. They were very new recruits. It wasn't much to look at.

Finally, Mr. Anderson stepped between them. Both had swung their swords, and both swords met Mr. Anderson's steel cane with a loud clang.

"Stop." He removed the cane, and pointed at one of the stunned recruits. "Who are you, and what are you doing."

The recruit recovered quickly. He saluted, saying "Orcrist, sir! Just training with my friend the Counselor here."



Mr. Anderson looked him up and down, and then said "No." He paused. "You're all starting a new training regimen. No fighting dummies or each other. You will fight real enemies." He pointed to the ceiling. "The arena is above us. I have put Ferric Elves, Stranglers, Goblins and wild beasts there. In two weeks, you will all fight them." He smiled, or at least his lips moved. "This was my training. It will be yours."

Orcrist grinned. "Yes sir! I've been wanting to cleave a few goblins in two with my sword!"

"You shall have your chance."

.....

Next: The First (Real) Arena Battle, and Dwarf Story Number 1

((Did you know that hijinks is defined as "lively enjoyment"? I like that. Also big thanks again to everyone reading and posting. You are all the best.))

horoscope prediction? :D

anyway i hope to survive at least until the end of the next update, seeing that life seems cheap around this parts, be careful mr anderson with who do you pit with the greenhorn recruits, i'm watching you



i think that any caravan members will go bananas if not allowed to leave the fortress after a certain amount of time, so that might be the issue with the yak

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 28, 2011, 04:41:11 pm**

Yes, I tried to starve an elf caravan once. The thing is, they're immortal, and don't need to eat or drink. So they went crazy in a few months or so. Naturally, I put them out of their misery.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Siverix** on **December 28, 2011, 06:15:07 pm**

since you'll be doing backgrounds for dwarves can we suggest somethings for our personal dwarves?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 28, 2011, 08:35:42 pm**

Quote from: Siverix on December 28, 2011, 06:15:07 pm
since you'll be doing backgrounds for dwarves can we suggest somethings for our personal dwarves?

Of course!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Hitty40** on **December 28, 2011, 10:19:22 pm**

G: Party animal, drunk, and deadly with an axe...and bed.

Actually, that sounds like me...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **SirFellfire** on **December 29, 2011, 05:37:49 am**

now that you mention it, i see orcrist more as a happy vigilante mushroomwinner who stands in the back ready to chop off the ocassional snatcher leg and deal with job-cancellation-spamming fauna while the militia defends the fort against those ferric scumbags. But a gladiatorial boot camp is fine too :D

by the way how much have the recent attacks affected the progress of the bridge? i mean THAT is ultimately what the fort is all about, am i right? i would like to see more on that :)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Siverix** on **December 29, 2011, 06:20:38 am**

since my dwarf likes adamantine and picks i would like to see a story about a legendary artefact pick displayed in the miner canton(or whatever) of the mountainhomes where his parents used to live(if what's not something you think would happen when i guess something else)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 29, 2011, 11:24:01 pm**

((Forgot to take enough screenshots. Apologies.))

Orcrist in the Arena

The first arena fight was scheduled for the fifth of Malachite. Midsummer. Oceanbridge was in the tropics, and even the winters were only slightly less hot than the rest of the year. Fighting out in the open, under the sun... it might kill a dwarf.

"That is what I intended." Mr. Anderson told Remalle, who brought the fact up. They were in the crowd, waiting for the fight.

"You, uh... don't think that would be bad?" Remalle tried to put it as delicately as he could. He would later wonder if he should have gone more towards 'crass'.

"If they die now, they were not fit to fight for us." Orcrist entered the arena as he said that. As Mr. Anderson had ordered, he was wearing only the armor he had been able to find on his own. Fortunately, that meant a steel breastplate and steel greaves (Oceanbridge might lack some things, but armor was not among them. Even if the armor was sometimes coated with the blood of its previous owner.) "Ready, Orcrist? Today you fight a goblin. Prove your worth."

Orcrist saluted. Peregarr, waiting for the signal a level below, pulled the lever.

Then something went awry.

→Doren Mehmeng, Bowyer cancels Store Item in Stockpile: Interrupted by Creeping Eye.

What crawled out of the cage was not a goblin. It wasn’t even recognizable as something living, until it sprang at Orcrist’s throat.

Orcrist managed to shout “Th’ hell?” before being knocked down. The thing was shining some sort of light in his eyes as it tried to claw open his neck, but with the sun already so bright it was hard to notice. He managed to roll away before it could do much more than bruise him, and swung out wildly with his sword. It connected, somehow, and the eye monster squealed and slumped over.

Creeping Eye

A small underground monster that crawls across the cavern wall with its four clawed hands. It has a single large eye which can shine with its own light, otherwise its stony skin blends in with the rock. It has no mouth and is said to feed on evil alone.

Its second right lower arm is cut open. Its body is cut open. Its skin is amber. Its eye is amber.

He got up, and stabbed it a few more times, just to be sure. The thing oozed a bit (almost as disturbing as the squealing), but otherwise looked dead. He stabbed it again. You couldn't be too sure.

Mr. Anderson (who had only looked surprised for a second) clicked his cane on the basalt floor twice before speaking. “Well done, Private Orcrist. You have earned your sword.”

Only someone standing very close to Mr. Anderson would have noticed that he looked nervous, and the only dwarf that close was Remalle.
.....

G’s Story

Back in the Mountainhomes, several years ago:

“Oh, I’m and old time rhymin’ box, an’... damn it all, what’s the rest of the words?”

G, axedwarf fifth class wandered through the halls of the militia’s quarters, looking for his bed, or better yet, something more to drink. The wine had been flowing free that night, like it did every night. Despite the queen’s best efforts at making enemies through madness, there just weren’t many people left alive for the militia to fight.

G did his best to find fights anyway, which was why he was now staggering around the hallways. Eventually he found a large room that contained (after some searching) a towercap wagon. The wagon had barrels in it.

After spending a pleasant hour or so emptying one of said barrels, G decided that it would be the perfect place to rest a bit.

The barrel was marked, though the markings were impossible to see in the dark. Nevertheless, they read “Oceanbridge, Wine. ‘W.A.R.’”.

Later, on the Way to Oceanbridge:

G broke his way out of the barrel right in front of Wilberforce, who was surprised, with good reason.

“Good gods, there’s a man in this barrel!”

Neo drew his sword. “A stowaway, sir. Should I take care of him?”

“Hold on, my friend, hold on. You in the barrel, tell me. How are you with an axe? Tell me all, please.”

G was dazed and lost, and more than a little confused, but he understood the question. “How am I? I was born with an axe in my hand, boy!”

“Splendid! Though undoubtedly painful for your mother. Well, my friend, you’ve just joined a band of migrants, off to the fortress of Oceanbridge. We left, well... yesterday, and we’re quite glad to have some extra soldiers along for the ride.”

G was on his way to a new home.

.....

Next: Dwarf Story #2, and Oh Yes, There Was a Bridge of Some Sort Involved, Wasn't There?

((So! Just trying out a way of telling the dwarf's background. Does it work? Is it completely wrong and terrible? Let me know. Also, that bit was a flashback. Hope that was clear.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **December 29, 2011, 11:30:58 pm**

When are the rest of us fighting in the arena?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Hitty40** on **December 29, 2011, 11:36:46 pm**

I loved my story. Thanks for writing it!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **SirFellfire** on **December 30, 2011, 07:52:08 am**

yeah me too :) i look forward to defend the fort against those who would wish The Bridge not done!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **December 30, 2011, 04:40:45 pm**

Great story here. Though the inevitable death of all it's characters makes me sad a bit. The better the story the sadder is ending. By the way, I think that it's not honorary enough for the elder warriors who had fought real enemies to waste their time on such a games. Especially to prove themselves before some newcomer. The way of the warrior is not about entertaining the crowd. Consider this official position of Di-2 on this matter (assuming she's still alive).

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 30, 2011, 07:22:57 pm**



Sorry, couldn't resist.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **December 30, 2011, 09:50:47 pm**

((Ok, some other dwarf stories and GENUINE ACTION next update. I got called in to work today. No time left, no time at all.))

From the Memoirs of Wilberforce Amber Ropenourished

Well, dear readers, a month has passed since I was divested of power. That man Anderson has been keeping the whole fort running every which way with his "arena" nonsense, leaving the real work to those dwarfs still possessed of sense and sensibility. What do I mean, "real work?" Why, the bridge, of course!

Work has continued on said monstrosity since the day I arrived here, stopping only for want of resources. The original settlers might have made a great deal of mistakes while building, but at least they saw fit to protect the approach to their great project!

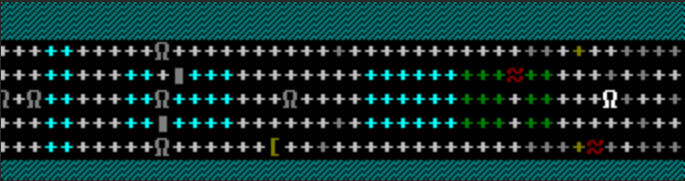


We added to those defenses, and work continues through siege and ambush.

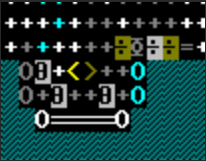
From the causeway we move to the lovely green glass windows, which provide a distorted and, well, green view out over the merciless ocean, where waves crash against each other, blind and violent and indifferent. I find it quite relaxing, myself!



The span of the bridge itself has been constructed of blocks of all kinds, following the design pattern of "what the hell, let's put it here." The statues were not part of the original designer's plan, I have heard, but as he is no longer among the living (so far as I know), I consider them a nice addition.



My own personal touch on the bridge was to add, here and there, small roofed outworks.



These provide a pleasant space for workers to rest, eat and drink while making the journey over the immense span. I can tell you myself that it's a long and thirsty journey. Only pride and a sense of prejudice against comfort stopped the previous builders from doing likewise, I would say.

By my estimation, which should by no means be considered accurate, we have used some 1,543 blocks in the construction thus far, as well as 215 steel bars and 105 glass windows.

And still we build.

.....

Next: GENUINE ACTION

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **December 31, 2011, 03:46:20 am**

215 steel bars for *construction*? That's hardcore. Nice update, good to know the bridge is going well.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **SirFellfire** on **December 31, 2011, 09:37:04 am**

WOOOOT GO US! i just noticed the bridge would be a wonderful (plus dramatic) choke point for our troops to rally were they cutted from the fort during an attack. Maybe a couple traps on it could boost this tactical advantage? from my personal experience it pays to have traps not only in your corridors, but in your favourite points of engagement as well.

also I forgot:
Quote from: varnish on December 28, 2011, 01:09:43 pm
Orcrist grinned. "Yes sir! I've been wanting to cleave a few goblins in two with my sword!"
I love you for that :D i look forward to live up to my namesake

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **January 01, 2012, 02:42:36 am**

The Scout returns! Again! Happy New year also.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Haika** on **January 01, 2012, 05:11:56 am**

Merry new year and happy christmas and all that.

I am still reading and enjoying this. Even if I don't post much. Wondering what Roy's been up to, was thinking to suggest she get some animal traps and see about getting some tamed vermin for pets and dwarf snacks.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 01, 2012, 09:41:16 am**

((Happy new year to everyone who uses the gregorian calender! The next few updates will feature action! And most every named dwarf!))

Events of the Summer

Mr. Anderson postponed the arena tests for most of the summer; not for lack of caged creatures, but because the soldiers found themselves fighting a constant invasion from the depths.

➤'Siverix', Soap Maker cancels Store Item in Stockpile: Interrupted by Hungry Head.

More of the the eye creatures came first. Roy nearly lost her life to one of them as it slithered up the stairs, using its eye to blind her before setting down to attempt to feast. But eye creatures, terrifying though they might be, were no match for an infuriated war tiger.

The war Tiger latches on firmly!
The war Tiger shakes The Creeping Eye around by the first right upper arm and the severed part sails off in an arc!
The first right upper arm is ripped away and remains in The war Tiger's grip!
The war Tiger stands up.
The war Tiger stands up.
The war Tiger stands up.
The war Tiger stands up.
The war Tiger stands up.
The war Tiger stands up.
The war Tiger stands up.
The war Tiger stands up.

Roy escaped with only minor scrapes.

After that, herds of elk birds and hordes of hungry heads soon joined the general melee. There were a lot of them, which meant a lot of fighting.

➤the Axedwarf 'G' is fighting!
the Elk Bird is fighting!
the Recruit 'Siverix' is fighting!
the Recruit 'Argon' is fighting!
the Recruit 'Siverix' is fighting!

A trapper was wounded trying to reset a cage trap, so the army was ordered down into the caverns.

Fighting in the Depths

“Oh gods damn you!” Kogut screamed as the elk bird bore down on him. He’d killed one, only to have its brother come up behind him and break his upper leg with one strike from its hooves. He managed to roll away from the bird as it tried to trample him "I'm not going to die to some oversized horny chicken!"

Fortunately, Kogut wasn’t alone either.

“Take that, whatever the hell you are!” Ishar swung her silver mace in a near-perfect arc, shattering the monster’s skull from behind. It collapsed over Kogut, who groaned. “Sit still, husband. Someone’s going to be here soon to help, and it probably won’t be that Dr. Killpatient.” Kogut moaned again, then lost conciousness.

Balnash joined them, looking worried. “Ah, Ishar, I can’t help but notice that you... you dropped somethin’ back there.”

“I did? What?” She turned and looked where Balnash was pointing. Lying on the floor behind her was another baby.

'Ishar', Macedwarf has given birth to a girl.

“Oh!”
.....

Next: Invasions from Above

((I've been having trouble deciding whose to do another background story for. I think I'll decide it at random))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **SirFellfire** on **January 01, 2012, 11:04:19 am**

lol now Ishar has another shield, that's what you call an opportunistic fighter! :D

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **January 01, 2012, 01:31:11 pm**

Quote from: SirFellfire on January 01, 2012, 11:04:19 am

lol now Ishar has another shield, that's what you call an opportunistic fighter! :D

Another shield and a pair of strong dwarven hands!
Seriously, I saw a baby who was carried into battle by mother and he did some punches to troll's face.

Quote from: varnish on January 01, 2012, 09:41:16 am

((I've been having trouble deciding whose to do another background story for. I think I'll decide it at random))

Me! Take me!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Siverix** on **January 01, 2012, 06:59:41 pm**

a shield what can carry shields now what is protection

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 02, 2012, 11:07:55 am**

I probably won't have time for an update today (work, work, and more work) but a note of interest: I did some measuring, and the bridge is now slightly beyond the halfway point! (Fer real this time) And I finally got the magma pumps cleaned out and rebuilt, so that part should see some real progress soon, too!

Things are moving forward! (Slowly)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **January 02, 2012, 01:01:24 pm**

All you need is **LAVAAA!!!**
All you need is **LAVAAA!!!**
All you need is **LAVAA!!!**
LAVA is all you need!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **SirFellfire** on **January 02, 2012, 02:46:11 pm**

PEREGARRETT WINS! 8) FLAWLESS VICTORY!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Siverix** on **January 02, 2012, 02:48:53 pm**

Quote from: peregarrett on January 02, 2012, 01:01:24 pm

All you need is **LAVAAA!!!**
All you need is **LAVAAA!!!**
All you need is **LAVAA!!!**
LAVA is all you need!

I raise you a **MAGMA**

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Rhaken** on **January 02, 2012, 05:27:42 pm**

Read the whole thing in two days, and let me tell you, I am loving every update. Nowhere else have I seen such a badass yak.

Requesting a dorfing; my very first, in fact. Put me down as Croaker, a veteran field medic (soldier and surgeon/diagnoser), preferably leading a small squad of hospital defenders and writing up a history of the fort. Bonus points if (s)he's a cynic.

If you don't get the reference, you're missing out on some damn fine reading.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 02, 2012, 09:31:26 pm**

((Busy day, but I was wrong. I can manage a small update!))

From "Goblin Fighting 101" – a Pamphlet By Di-2, Militia Captain:

No puffed up little bodyguard-turned bureaucrat should tell a soldier how to fight goblins, hell, not even *when* they should fight goblins. I’m a real soldier. This is how we do it in Oceanbridge.

First, you got your traps.



Goblins like to walk right into them, and I say let them. Less for you to fight when the time comes. It’s not cowardice. Traps never kill them all.

See? Some make it through. What now?



You look over the field. Any bows out there? Be careful.

None? You get out there and kill them. Simple. Like this.

The flying <<-bismuth bronze bolt->> strikes The Goblin Spearman in the lower body, tearing the muscle and tearing the guts through the <<troll fur cloak>>!
The Goblin Spearman looks sick!
The <<-bismuth bronze bolt->> has lodged firmly in the wound!

Plenty of other ways to do that, of course. I favor the sword.

I’m a veteran soldier, I killed one goblin myself in this attack alone. Most of you are the same. Tell Anderson that we don’t need his fucking arena, and we don’t need to prove anything to anyone in order to be soldiers.

.....

Peregar’s Story:

The life of a mechanic in the mountainhomes was simple, though not pleasant. Down in the depths, hundreds of dwarf heights down or deeper, were the huge, ancient mechanisms that kept life in the upper levels bearable. Pumps to draw water to the surface, fans to push air down, the immense plump helmet harvesters; the mountainhomes themselves were an elaborate machine, and one that required constant maintenance.

There wasn’t time for creativity. Innovation wasn’t a word the mechanics used, mostly because they didn’t know what it meant, but also because it had no bearing on them. You couldn’t improve the machine. It took a lifetime of work to even understand it.

Peregar was born into that world, and could reasonably have expected to die in it. But an incident with two water wheels, a broken gear assembly, and an (attempted) perpetual motion machine convinced Peregar's superiors that his far too creative talents might be useful elsewhere. In a rare fit of original thinking, Peregar was assigned to a group of migrants bound for Oceanbridge, which was as far from the vital and dangerous machine works as they could put him.

He went along, as it was better than being strung up by his toenails as an example to the other mechanics. How he got to Oceanbridge was another story altogether.

.....

Next: A Little Old Fashioned Violence

Quote from: Rhaken on January 02, 2012, 05:27:42 pm

Requesting a dorfing; my very first, in fact. Put me down as Croaker, a veteran field medic (soldier and surgeon/diagnoser), preferably leading a small squad of hospital defenders and writing up a history of the fort. Bonus points if (s)he's a cynic.
If you don't get the reference, you're missing out on some damn fine reading.

I'll admit that I don't get the reference, but I'm always on the lookout for new things to read! Also, you're dwarfed in the next update.

Still working on how to write the backgrounds!))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Dermonster** on **January 02, 2012, 09:32:07 pm**

What happened to Derm again?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 02, 2012, 09:39:46 pm**

Alive, and in the next update, once I write it. I admit that I forgot he was there for a while.

The arena fights might not happen for some time. This fortress is plenty violent without them...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **January 03, 2012, 05:33:22 am**

Peregar is an unrecognized genius, as I see.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **antlion12** on **January 03, 2012, 06:59:19 am**

Quote from: Siverix on January 02, 2012, 02:48:53 pm
Quote from: peregarrett on January 02, 2012, 01:01:24 pm
All you need is **LAVAAA!!!**
All you need is **LAVAAA!!!**
All you need is **LAVAA!!!**
LAVA is all you need!
I raise you a **MAGMA**

Well i raise you some **ADAMANTINE**.
Also i request a dwarf just remove the 12 from my user name and put me as an animal trainer.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **SirFellfire** on **January 03, 2012, 09:12:38 am**

I like the smell of goblin blood in the morning. It smells like... like victory! 8)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **January 03, 2012, 04:45:16 pm**

One goblin? Wow. :o
Anyways, till Anderson beats at least that he can keep his orders by himself. He is mayor, not a military commander.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Lovecraft** on **January 03, 2012, 06:23:48 pm**

This is a great fortress. I'm loving every entry of it.

I humbly request a dorfing. Male, whatever happens to be convenient, **FRAGILE** sanity personality.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 04, 2012, 06:29:17 pm**

((Ok, this update took forever to write, for some reason. Action scenes! Are hard.))

Human Merchants Arrive In Oceanbridge

“This is Oceanbridge? It’s a dump! I thought you told me these dwarfs knew how to build!”

Umro looked around. Oceanbridge wasn’t the glorious dwarf stronghold he’d been led to expect, but perhaps all of their best work was underground. They must be wealthy, at least. Oxul and Jirdo had come back with some magnificent gold crafts, and that was just the things they had shown off.

“They do. We’ll make a fortune here, and- mind your step!” One of the guards looked down, to see that she had almost stepped on a rotting goblin’s corpse.

She shuddered. “Gods, this place isn’t just a dump. It’s a boneyard.”

“Quiet now. We’re almost to the gates, see? Just watch where you walk, and try not to step in anything still... juicy.”

They were passing a long dry pond when the goblins sprung out from ambush.



One merchant died in the first seconds of the attack, a goblin spear in his heart. Umro and the others fled toward the gate, only to find their path blocked by another group of goblins.

Two more guards fell there. The survivor, (the guard who had stepped in goblin before) fought hard, but she was outnumbered and tiring fast.

```
The Human Axeman hacks The Goblin Lasher in the head with her <<iron battle axe>>, tearing apart the muscle, shattering the skull and tearing apart the brain through the <<troll fur hood>>!  
A tendon in the skull has been torn!  
>The <<iron battle axe>> has lodged firmly in the wound!
```

As the goblins closed in, she looked to the drawn bridge leading into the fortress.

“Why don’t they come out and help?”

.....

Why Indeed?

Derm looked to Mr. Anderson, who was watching the fight from the walls. “Why aren’t we out killing?”

Mr. Anderson frowned. “The militia is in the lower levels. More of those eyes attacking. Unless you want to fight them yourself-”

“I do!”

“I suggest we wait.”

Derm shrugged. "My duty is to defend this fortress, and always will be. I don't care what happens." He walked over to the lever that controlled the gate, and pulled it. "My axe is ready for souls."

"You damned fool!"

The gate opened.

Fortunately, and to the surprise of both of them, there were still enough cage traps left, and the goblins hadn't learned a thing from their predecessors. Mr Anderson watched as the shrieking, charging goblins turned into shrieking, caged goblins.

"All right. That works."

The merchant guard (who had survived, barely) fell to the ground in exhaustion.

.....

But one of the goblins spearman had sneaked its way through the traps. It crept through the empty trade depot, and up the first set of stairs it found.

Karakzon, Orcrist and Di-2 had made it back up to the surface just in time, or so it seemed to them at first when they spotted it.



One goblin against three dwarfs? “One dead goblin!” Karakzon said.

The goblin disagreed. It met Orcrist head on, ducking under a swipe from his obsidian sword and cracking him under the chin with the butt of its spear. Orcrist went down, stunned and bruised. Di-2 fell next, her hand broken through her gauntlet.

“I’ll show you how we handle goblins!” Karakzon shouted as he bore down on the thing with a pick in hand. Later he admitted that he must have become rusty over the years; the goblin not only dodged the attack, it countered, stabbing Karakzon in the upper leg. He fell with a curse on his lips.

Ignoring the wounded defenders, the speargoblin snarled and leapt off the wall. It had spotted the stairway leading down into the fort itself.

It found a siege engineer coming up, and stabbed her through the stomach before she could scream a warning.

Ishar was in the corridor below. Caught by surprise, she still managed to break the goblin’s upper left arm with her mace before it slashed her leg open with one swift attack. She went down, her two children somewhat breaking her fall.

It stood over her, looking unsure if it would kill her or one of her children first.



That pause was what doomed it. Knocked down and out of breath he might have been, but Orcrist was still unhurt. He'd got back up as soon as he was able, ran down the stairs, jumped over the unconscious engineer, and slashed off the goblin's head as it poised to kill Ishar.

"Yes! Yes! Did you see that? Did you? I-" He stopped when he noticed that everyone around him was either unconcious or a baby. "Ok, never mind. I need some doctors here, now!"

.....

Next: Hospitals, Dwarfs, and Ghost Examined

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Remalle** on **January 04, 2012, 08:01:09 pm**

Quote from: varnish on January 04, 2012, 06:29:17 pm
... he noticed that everyone around him was either unconcious or a baby. ...
I don't know why, this made me chuckle.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **January 05, 2012, 02:42:57 am**

Obsidian sword? One gobbo beats five dorfs, three of them armored?! What the hell?! what's with our steel production?! And militia definitely needs more trainings.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **January 05, 2012, 07:56:25 am**

One goblin? Please tell me he was spearmaster or military is performing hauling nine months a year. Also, wasn't there derm at the gates when goblin got in.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **SirFellfire** on **January 05, 2012, 09:14:11 am**

wow that was some crazy infiltration skills on that gobbo I wonder how he got past Derm, too. by the way peregarrett i asked for my character's obsidian sword and i think the rest of the militia equipment is more or less up to your standards, given that we have spent more than 200 steel bars only in constructions and the infromation of previous battle reports. and 1 enemy defeating more than one dorf is what they happen to be somewhat skilled and have some luck with their rolls, we are lucky enough that the lasher only killed the merchants damnit, if he had joined the spearman we would have endured more casualties of dorfs who were unconcious, or a baby :D

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 05, 2012, 01:25:19 pm**

((Brief explanation. The goblin got in after derm had wandered off to chase a warthog near the gates, the moron. Forgot to mention that.

As for the wounds, it looks like I got my equipment orders mixed up again. There are thirty five dwarfs in the militia, and I'm having trouble keeping the armor organized. The military is not my strong suit! Getting dwarfs killed through incompetence is my strong suit. Sigh.

In good news, our fortress just got a new pet!



Also, hopefully coming soon: MAGMA

Update soonish.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **January 05, 2012, 04:48:21 pm**

Is naming pets possible somehow? I tried to find it, but to no avail. If you can, name him Peacespray Jr.

If it was me, I'd edit to raws to allow the training of war yaks, but that's just me...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **kingfisher1112** on **January 06, 2012, 06:12:58 am**

Did you dorf me?

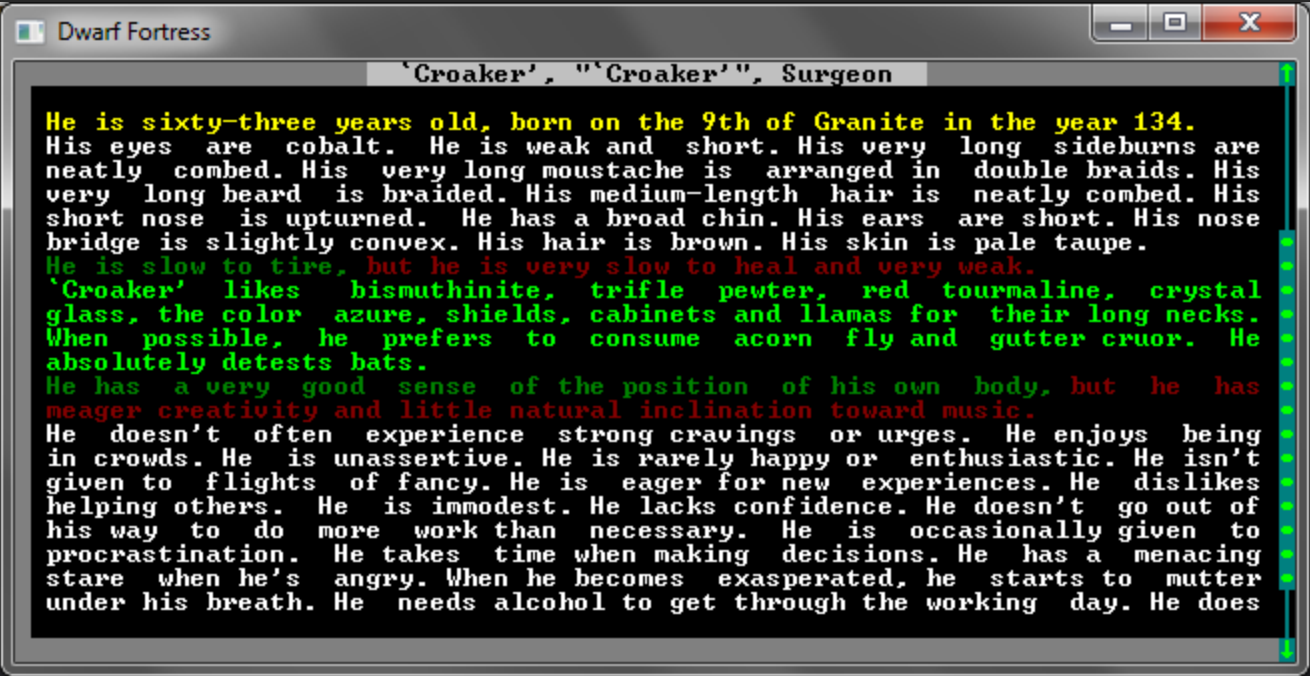
Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 06, 2012, 09:05:28 pm**

((Blah.))

In the Hospital:

“Oy! Get the man away from me!” Karakzon had just been brought to his bed, unconscious, a state he did not stay in.

The diagnoser, a dwarf named Croaker tried to push him back down. “You’re wounded, Miner. I need to look that leg over to see what needs doing.”



“Nonsense! Time was a dwarf could do his healing in his own way. I don’t need you doctors messing around with a little flesh wound like this.” He pointed at the long ragged scar on his leg. “I’m off to do some digging. Still getting a feel for the changes you boys have made around here.” Karakzon stood, wincing slightly, then pushed his way through the door.

Croaker shrugged. “Go and die of infection, then. I’ve got five more wounds to diagnose in here. Where’s that surgeon...”

“Hey!” Scientist Mk. II (Croaker hadn’t asked him about the name), arrived at his shoulder.

“Can you fix this one?” He handed the surgeon a sheet of paper.

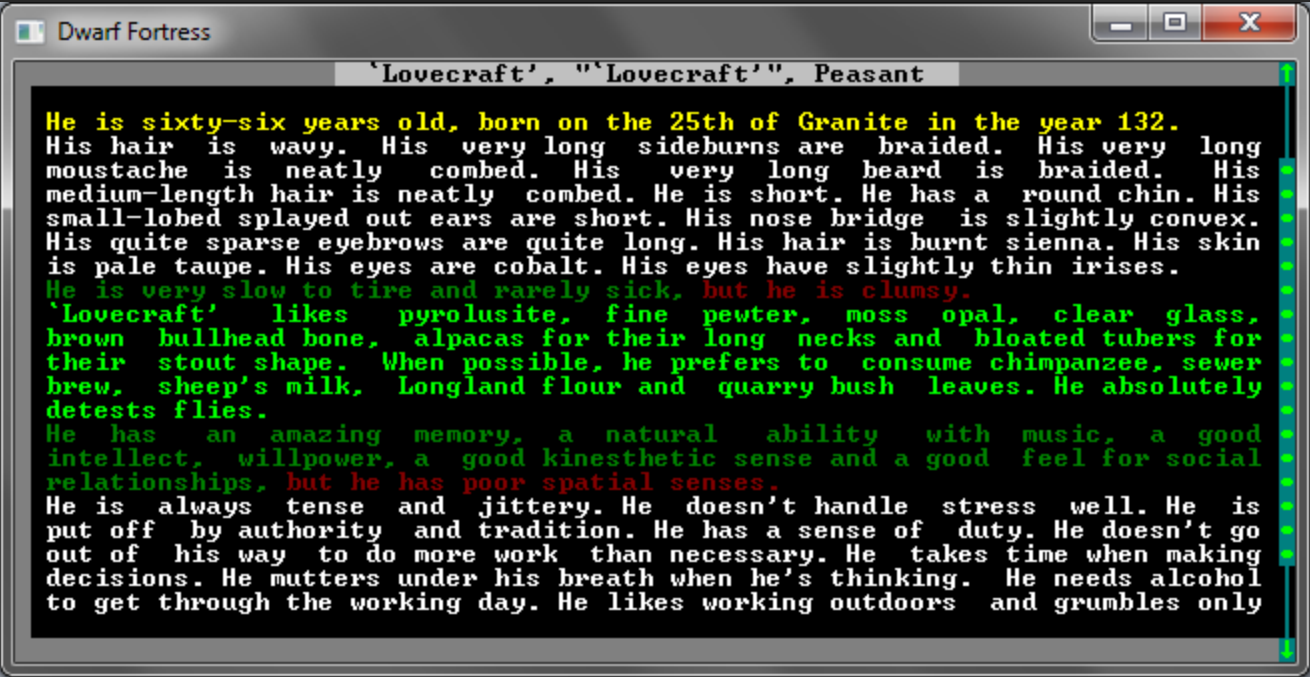
46: Status
Ability to stand lost
Motor nerve damage
Sensory nerve damage

"... Depends on what you mean by fix. She won't walk again without help."

"Get to work then, otherwise she won't ever walk at all."

.....

Meanwhile, Karakzon limped out into the dining room, which was mostly empty, with the exception of Wilberforce and a rather nervous looking peasant.



Wilberforce cheerily waved.

“Karakzon! Glad you could stop by. I trust your wounds have healed?”

“Yeah, sure. What do you need... Wilberforce, right?”

"Yes." Wilberforce ignored the way that Karakzon had spoken. He had something else on his mind. "Tell me, my friend, while the battle was going on, did you see a certain dwarf? The one wielding an axe taller than his own self?" Karakzon considered the question, then nodded. "Did he look familiar to you?"

"Well, I don't... Actually, yeah! He did! Looked a lot like old Derm. He was before your time here, o'course One of the founders, like me."

Wilberforce smiled, though he looked unhappy overall. "Thank you, Karakzon. You don't do much to relieve my mind, but you do confirm a suspicion I have held for some time."

"Eh?"

"I'm not quite sure how to explain it, actually. But I would like to meet with you, that dwarf Derm, and Neo, Balnash, Remalle, and... Di-2, soon. I have a few... questions to ask them."

"Nice significant pause, there."

"Thank you."

.....

Next: More on Ghosts, More on Yaks

Quote from: kingfisher1112 on January 06, 2012, 06:12:58 am

Did you dorf me?

I'm not sure. I'm having trouble finding your original request. Will keep looking.

Also, this thing has over 10,000 views?! Jeeze! I need to get back to regular updating! I do not want to disappoint.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **kingfisher1112** on **January 06, 2012, 09:38:19 pm**

Kingfisher, a doctor.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Rhaken** on **January 06, 2012, 10:05:12 pm**

Quote from: varnish on January 06, 2012, 09:05:28 pm

Also, this thing has over 10,000 views?! Jeeze! I need to get back to regular updating! I do not want to disappoint.

Merely a testament to the awesome that is Oceanbridge.

And now for even MORE references to The Black Company!

From the **Second Book of Croaker**

There were omens and portents enough. The gulls shat on all the statues of gods along the Bridge. A ball of yak fur was found in the stomach of a disemboweled strangler. The mighty Peacesprays left us, and shortly afterwards a yak calf was born. There were rumors of stones bleeding, trees rustling of their own volition when the sea breeze died down. We should have seen it coming.

In those days, I was in service to The Hatchet of Incidents. They had taken up residence in a previously abandoned sea fort by the name of Oceanbridge. Their task was to build a massive bridge from the island to the mainland, though why they'd want a bridge to this place was anyone's guess. To make things more interesting, the genius who comissioned the project decided it would be a better idea to start on the island, as opposed to the mainland where we could have the materials sent to us by supply train. But no, that would have made sense.

They call me Croaker. I'm a doctor. Not the best doctor in the world, but I've seen enough wounds and diseases in my time. I have five years of formal medical education and damn near forty years of experience. I've worked countless fortress hospitals and twice as many field hospitals. I've seen more good dwarves die to cholera and dysentery than to battlefield wounds, though the wounds far outnumbered the diseases. I'll let you guess why.

Today the laws of probability decided to go on strike. Goblins attacked, and were all caught in our traps. Save for one. That particular bastard went on to injure several dwarves, including some of Oceanbridge's finest, before Orcrist put him down. I had a busy day of caring for the dwarves who were injured in that little mishap. A miner with a busted leg decided he was afraid of doctors and wandered off before I could examine him. If that thing turns gangrenous, it'll be his own damned fault.

After I'd diagnosed all the wounded, I got Scientist Mk. II working surgery. I've done plenty of surgery before, but he seems to have a much steadier hand for it. Odd name, but then again, I've walked with countless armies and put up with all their idiosyncrasies. Scientist Mk. II isn't as bad as a sadistic sargeant called Mercy, or a bald guy everyone calls Curly. Or a doctor they call Croaker, for that matter.

In my time in the dining hall, I've heard talk of savage ghosts and forlorn haunts roaming the halls. This bears investigating. As I recall, two of the founders are still with us. I think I'll track them down and have them recount the history of the place. I could certainly use that for these Annals. Speaking of which, I'll have to get myself a good place to store the first volume before the sea air has its way with the pages. Maybe I can request a chest for my quarters or some such crap. Above all else, that book must survive.

Dang. Haven't written like that in a while. Hope I captured some of Croaker's piss and vinegar. Sorry if it's a bit long-winded, I can cut down on length for future updates. Trying to tell the tale of Croaker, and get him more involved in fortress affairs if I can (and varnish feels it'll make for a good story).

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **January 07, 2012, 05:10:41 am**

That "ability to stand lost" isn't me, is it? How badly did the goblin wound my dwarf?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Siverix** on **January 07, 2012, 08:41:33 am**

Walking is overrated anyway I say we give the dorf a dagger and let him pretend he's a corpse until goblins come and start stabbing them in the balls.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **January 07, 2012, 11:00:50 am**

Quote from: Ishar on January 07, 2012, 05:10:41 am
That "ability to stand lost" isn't me, is it? How badly did the goblin wound my dwarf?

Aww, intrigue. Three injured female dwarves, one of them can't walk anymore. Who is it? Find out next time ;)
However, if you reread the previous update, it comes clear already. I'm sorry my friend.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **January 07, 2012, 11:34:50 am**

I'm getting used to crippled dwarfs.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **SirFellfire** on **January 07, 2012, 01:35:07 pm**

Quote from: varnish on January 06, 2012, 09:05:28 pm
Also, this thing has over 10,000 views?! Jeeze! I need to get back to regular updating! I do not want to disappoint.

man, what did you expect? it's a fucking bridge through the ocean, with tons of ambushes and ferric elves and children snatchers, and peace sprayed all over their skulls! we all here feel the urge to see the bridge completed, the evildoers vanquished, the sign that there's a place in this unforgiving world for a dorf to bring to life the mad blabberings of a power-crazy noble cow who hasn't met an incapacitating health hazzard... yet.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **SlimyMarmot** on **January 07, 2012, 02:43:10 pm**

How did I manage to ignore this magnificent fort all this time? **Dorf me as Slime**, and let's make him a cook while we're at it. Haven't seen a lot of those.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 07, 2012, 11:03:36 pm**

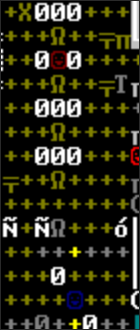
((That was great, Rhaken! And it definitely helps me get a handle on the character. Also, Ishar isn't crippled. At least, no more crippled than she was before. Slime dwarfed in the next update.))

From the Memoirs of Wilberforce Amber Ropenourished, Autumn 198

Dear readers, these are the times that try dwarf’s souls. I’m not sure how they try them, but that’s how the saying goes, I believe. The hour for my “meeting” is coming up, and I can only hope that I’ve prepared adequately. I’ll have the answers in a day!

Beyond that, Oceanbridge is in a time of peace for once. I’ve walked the length of the bridge more three times this autumn, and each time the journey is longer. A good thing, of course, but hard on the legs. I lay down here a few notes from the season, for the edification of you, my readers.

Our local ghosts have become completely accepted parts of the landscape.



One walks into the dining room, nods to the spectral figure floating over the table, with a friendly smile says:

“Good day, Deler, I trust you are well?”

Deler, of course, responds with hideous tormented shrieking, as is his wont.

“Wonderful!”

And so on.

Roy had told me that she had been expending all of her efforts into training the new yak, just lately grown into bull, for the arts of war. She hasn’t had much luck. When confronted with a stuffed goblin carcass and told to maim, the poor beast merely lows pitifully and makes for the floor fungus. Perhaps Peacespray represented the whole martial prowess of the species! We should not have let him leave us.

And, one of those odd secretive moods came over a mason.

Athel Stelidlorbam, Mason withdraws from society...

The fellow burrowed into a workshop and started demanding silk cloth. Once again, our stocks are low, and I fear for him. I suppose that if he survives, he might well become our next mayor.

So autumn passes, to the sound of soldiers training.

‘The Scout’, militia commander	Wait for Dodging Demonstration
‘Bayar Shotrust’, Marksdwarf	Organize Dodging Demonstration
‘Kogut II’, Wrestler	Wait for Dodging Demonstration
‘G’, Axedwarf	Wait for Dodging Demonstration
Zulban Berbothon, Axedwarf	Go to Dodging Demonstration
‘Ishar’, Macedwarf	Individual Combat Drill
‘Siverix’, Recruit	Wait for Dodging Demonstration
Uzol Zonrithzâm, Recruit	Wait for Dodging Demonstration

Then afterwards the sound of soldiers being told to stop hopping around like idiots, and really train. A few minor wounds have been suffered, but Anderson seems to have sorted out the armor issue, so all credit to the man there. We have a solid troupe of doctors, it seems, as I just met one named Kingfisher, a bone doctor by trade. She’s had a lot of practice these last few weeks.



Now I go to prepare for the meeting. For better or for worse, for sickness, health, and whatnot, I am going to get this settled.

.....

Next: The Meeting, The Disappointing Consequences of Foreshadowing

((Writing the next update right now, but wanted to make sure I got something up here today. A busy day, because of partying. Also, for the yak: can you edit the raws to make something trainable without restarting?))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **January 08, 2012, 03:19:07 am**

Yeah, I've done that plenty of times. Make a backup save, just in case, but you should be fine. The Yak entry is in Dwarf Fortress\data\save\regionX\raw\objects\creature_domestic.txt. You only have to add [TRAINABLE] to it, and there you go, war yaks. I've never really tried it with peaceful grazers though, so the [BENIGN] tag may be a problem, but I doubt it.

If it works, and you don't have any more plans for it, give me the yak after training. We're gonna kick some serious goblin ass.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **IamanElfCollaborator** on **January 08, 2012, 03:24:32 am**

You dont KICK goblin ass.

You hang goblin ass up on steel hooks and apply magma to them. That's the dwarf way, unless your a filthy elf. :P

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Haika** on **January 08, 2012, 04:41:37 am**

Before you start training more, might be nice if you gave that war tiger to Roy. The first war animal of the group, and after it saved her life, makes sense.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **kingfisher1112** on **January 08, 2012, 05:02:59 am**

Journal of Kingfisher
Ah, I have arrived. The bridge was stark on the horizon as I trekked with these people who I did not know. The fort's hospital is not the best stocked, but I will do as much as possible to help.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Rhaken** on **January 09, 2012, 08:07:49 pm**

Quote from: varnish on January 07, 2012, 11:03:36 pm
((Writing the next update right now, but wanted to make sure I got something up here today. A busy day, because of partying.

Clearly, varnish knows how to party like a dwarf. :P

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 09, 2012, 08:17:00 pm**

((STORY TIME. EVERYTHING IS SERIOUS))

The Meeting:

It took most of the day to get all the dwarfs Wilberforce had called for into one room, but with some heavy (and literal) prodding from Balnash, they managed it. The doctor Croaker followed along, looking curious.

“Light the candles, Remalle. We’re going to have a seance.”

Remalle sighed, and stood up. He already had the candle lighter in hand.

“Really? That’s why you brought us all here? I could be training right now!”

“Calm down, Di-2. This involves you.” Wilberforce cleared his throat and looked around. “Everyone seated? Good! I called us all here because I wish to contact a ghost.”

Di-2 pointed. “There’s a ghost right there! See? Old Deler.”

Deler howled.

Wilberforce waved his hand vaguely at the ghost. “Yes, I can see him. There’s not a day goes past that I can’t see him, or hear him. I have a specific ghost in mind, the ghost of my old friend Neo. Perform the ceremony, Remalle.”

Remalle still wasn’t sure if there was a ceremony, but chanting had worked before. He gave it his best, proposing in a vague way that

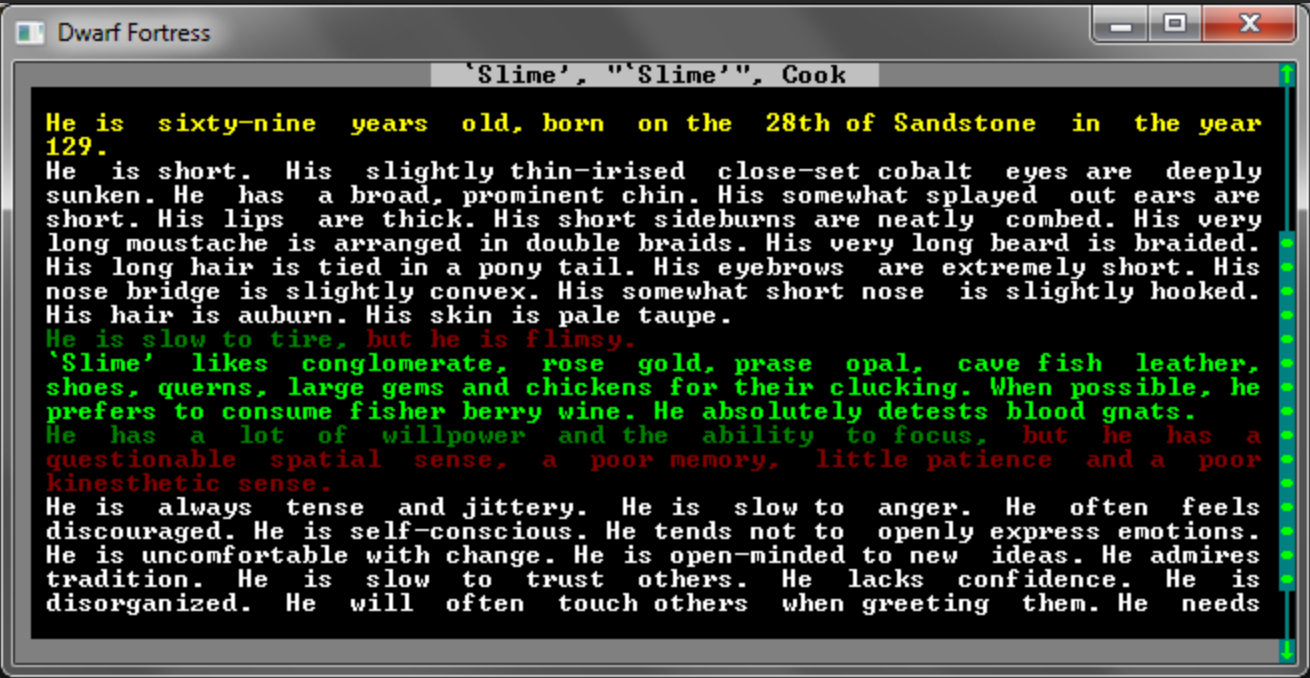
Rakust, God of Death, might find the time to help them out.

For a while, again, nothing happened. Then the candles flickered out, one by one.

What happened next was alarming, not least for Neo, who not only saw, but felt it happen. Wilberforce later described it “as if Neo’s very soul was lifted out of his body, like a bird into the sky. Except the bird was shaped exactly like Neo, and it just sort of bobbed on the ceiling, awkwardly.”

Neo didn’t try to describe what happened.

One of the newest cooks, a dwarf with the unfortunate name Slime, was passing through on his way to the kitchen. He recovered, eventually.



Remalle stopped chanting, alarmed, and the apparition faded. Neo jerked in his chair, then fell to the floor, barely conscious.

In the stunned silence that followed, Remalle shook himself off and went to relight the candles.

Wilberforce managed to speak first. “That was... unexpected. Nevertheless...” His voice was shaky. “I believe that has confirmed what I believe to be true.” He turned to Neo. “You didn’t just choose that name, did you. You are Neo, who died several years ago.”

Neo got to his feet. “I... Sort of, I think you could say.”

“No doubt your spirit was freed to wander bodiless, until it came into the possession of another one.”

“I-”

“I do not want an answer, please.” He turned to the others. “I note that a number of you may be in similar situations. The dead, running around possessing the living!” He shrugged.

“I don’t want to talk about it here, and obviously no-one is going to be punished for this, as if it’s a crime, it’s one that no punishment exists for.” He shook his head. “Ghosts and possessions and I don’t know what else. There’s something wrong here, something seriously wrong. But we’re going to figure it out, if my name isn’t Wilberforce Ambrose Ropenourished!”

“And is that your name?” asked Croaker, who was taking notes in a small notepad.

“Indeed it is. And the Ropenourisheds are not known for ignoring problems. If any of you want to speak to me in private, I shall be in my office.”

"Ya mean that little dugout next to the main hall?" Balnash asked

"Yes, that."

Meanwhile:

G, Ishar, Kogut, and the rest of the militia had been training hard for weeks. It was time to test that training out. Mr. Anderson had gathered a few of them in the arena.



“Are you ready, G?”

“Hell yes, I’m ready! Drunk as I can get, and ready to kill, boss!”

“Are you ready, Ishar?”

Ishar nudged her daughter, Kogut III in the direction of the door, then pushed the other one into her backpack. “Yes, I am.”

“Then pull the lever!”

There wasn’t as much of an audience this time, which was a shame, as things went exactly as intended.

A Ferric Elf bowman, half-starved from its time in the cage, charged at Ishar in a blind rage, and was rewarded with a mace to the skull.

The Macedwarf bashes The Ferric Elf Crossbowman in the head with her <<+iron mace+>>, bruising the muscle, jamming the skull through the brain and tearing the brain!

Kogut III applauded from the side door.

G watched with disappointment as one of the other, lower rank axe-dwarfs killed the dark strangler that had been released.



He had to content himself with chopping a giant rat in half.

The Axedwarf attacks The Giant Rat but He jumps away!
The Axedwarf hacks The Giant Rat in the head with his <<copper battle
axe>>, tearing apart the muscle, shattering the skull and tearing apart
the brain!

Their training had paid off. Not one soldier was injured, and six caged enemies were killed.

.....

How will the Dwarfs of Oceanbridge deal with the news that the dead are posessing the living? Should it really have taken that long for Wilberforce to realize it, considering they all gave themselves the same name? What's the connection between the bridge and the ghosts and everything else? Will everyone die in a goblin siege before we find out the answers to any of these questions? Find out Next Time!

((Notes: Roy was assigned the tiger some time back, which I forgot to mention, I suppose. Also, does everyone love sieges? *Because I think that you had better love sieges.*))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **January 09, 2012, 09:15:32 pm**

Excerpt from the Diary of Neo:
Well, that went better than expected.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 10, 2012, 10:33:49 pm**

((Hold on. Everybody might be about to die again. Working on it.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **armeggedonCounselor** on **January 11, 2012, 01:27:13 am**

That is the classic DF phrase.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **January 11, 2012, 03:33:28 am**

Quote from: [varnish on January 10, 2012, 10:33:49 pm](#)
((Hold on. Everybody might be about to die again. Working on it.))
He's trying to kill us! (again?)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Haika** on **January 11, 2012, 06:18:05 am**

Oh nifty. Kinda curious as to what it(the tiger) was named. Either way, if you need another military dwarf, Roy might work out well if you have a whip or a scourge handy. To go with the trainer theme.

Also, since I don't post in here as often as I might, I get the feeling I may be saying the same things over again. XD So just ignore me if I do.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 11, 2012, 08:58:05 pm**

((Problems time!))

Things Go Wrong, Part One:

From the Memoirs of Wilberforce Amber Ropenourished

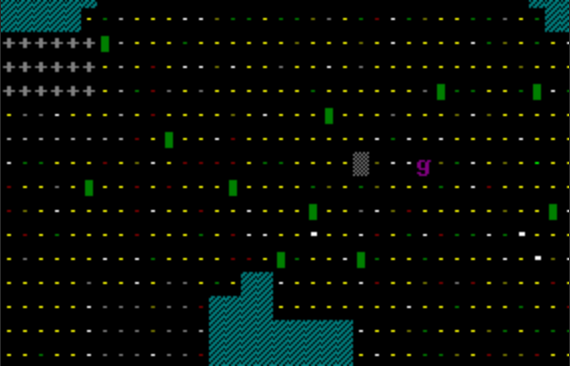
Dear readers, I can't even fathom how to tell you of the latest events in Oceanbridge. For one reason, I was only conscious for a portion of them. Mild head injuries have a way of, well...

Nevertheless, I began putting together these little memoirs of mine for a reason, and while that reason escapes me, I shall continue in the task I set myself to.

After the little "incident" involving Neo (we shall speak no more of it, now), we had a week of quiet. Then the goblins came. This little group didn't come as sneaking ambushers, but as an army, marching up to our gates as bold as a cavy.



They were led by a particularly large member of the species, who rode a cave-bird of some kind. He made quite a sight, flying up and down, shouting at us in goblin-ese, or whatever one might call their language.



Mr. Anderson, who, I might mention, has gone missing these last days, ordered the attack. I hadn’t been to the fight, as they say, in some time, so I got out my old sword and made ready.

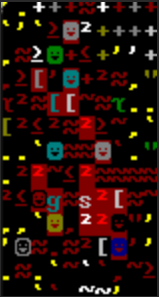
And that is where things go blank. I woke in a bed, to see the face of Scientist Mk II over me. Once I recovered from that shock, I assured him that I was as healthy as beans, and promptly fell face first off the bed.

I took his advice and regained my post. Perhaps my recovery will be a few days in coming.

As I sit in the bed, scribbling out these words, I hear the rumors filtering in. We’ve lost a number of soldiers and civilians, and there are injured in every bed in the hospital. There’s rioting in the upper levels,

iteb Melbilavuz, Potter is throwing a tantrum!
iteb Melbilavuz, Potter cancels Store Item in Bin: Throwing tantrum.

and more than one dwarf has lost his mind, they say. It appears the curse of Oceanbridge has returned, and in full force.



I have only one question: how? And what will we do about it, of course. And why did this happen, as well? In fact, I’m not going to limit myself when it comes to questions. Plenty to go around these days.

.....

Next: What, How, Not Why.

((GAAAAH))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **January 11, 2012, 09:56:26 pm**

Who remains among the living?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Rhaken** on **January 11, 2012, 10:00:51 pm**

See, Croaker must be some sort of genius. He ended up at a fort guaranteed to give him plenty of work!

Is he still alive, by the way? I'd like to write another excerpt of the Second Book if he is.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **January 12, 2012, 11:30:47 am**

I'm pretty sure my dwarf is okay. Maybe lost some body parts, but mainly okay. (Isn't she?)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 12, 2012, 12:57:37 pm**

((Ishar is *invulnerable*. Her baby? Less so.))

Things Go Wrong, Part Two: Reports to the Mayor

Ishar’s Report
We were ambushed, that’s what happened! Someone should have spotted that, you know, there were two more groups of goblins waiting for us out there! I did my part, anyway. I killed one of them, and if I could have saved Balnash, I would have. Don’t blame me for that. He was dead the moment the gate opened. I lost a baby there, too.

Bayar’s Report
It was Balnash gettin’ killed right out the gate that did it. And us gettin’ attacked from every angle. I saw that Orcrist tried to get things under control, but he got stabbed in the back. After that, well, I never saw so many things go wrong at once! We’re all just goddamn lucky to be alive.

Derm's Report
Too many goblins.

Croaker’s Report
It appears to have slipped your notice, but I am operating on a dwarf right now. Kingfisher? No, I don’t know why he was out there. I don’t know why you’re in here, interrupting me, but I would like you to leave. Now, please.

G’s Report
Damn it, man, wait until they finish operating on me before you ask me questions! I might be missin’ a foot, but I can still chop your damn head off!

.....

Next: What Happens Next? (More problems)

((List of named dead: Orcrist, Balnash, Kingfisher. Not as bad as I first thought, not good, either. That's the way it goes!))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **January 12, 2012, 01:20:28 pm**

Shit. I think the things should be fixed as soon as possible!

Can you upload map to dfma? Peregar would like to suggest some crazy mechanical stuff to protect us. Swear not reduce the number of fun occuring here, but make it more spectacular!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **SlimyMarmot** on **January 12, 2012, 06:43:47 pm**

From the sauce-stained notebook of Slime:

Don't drink the wine. They put something in to... make you forget. I don't even remember how I got here. The amount consumed might be to blame. You can't take it in slow, not in Oceanbridge. The things you see here... the thing is, exorcism is like cooking, but without fisher berries. Can't make a decent roast without them, maybe the bookkeeper could show me to some. The only things I can be sure of right now are that not even the kitchen may be safe, and Neo sure as hell doesn't have fisher berries for me.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Mjattie** on **January 12, 2012, 10:58:36 pm**

((Havn't been around for a while, but i'm back now))

The Journal of Mr. Anderson:

The entire fortress has gone to hell! No one even saw it coming, it happened in an instant. I've barricaded myself in one of the chambers deep within the fortress. I only hope that this will die down, because I don't think i'll be able to get out of here alone.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 12, 2012, 11:32:32 pm**

Things Go Wrong, Part Three: Problem Solving

Winter had just begun when Dr. Killpatient made his announcement.

The old dining room was packed with dwarfs demanding to see the mayor, or the broker, or anyone at all. Fistfights had broken out, and it was almost impossible for anyone to make themselves heard over the shouting. Wilberforce had already given up and was hiding out on the bridge, with most of the militia, while Mr. Anderson was still nowhere to be found.

The good doctor managed to get heard by breaking a table in half with his warhammer.

He stood one the remains of the table, and clapped his hand in a completely unnecessary attempt to get more attention. "All right! I've got an announcement to make, so listen up!" All eyes focused on him, except for the eyes of the mason Tun, who had been knocked unconscious by an angry potter, and the potter, who was busy tearing up plump helmets.

iteb Melbilavuz, Potter has calmed down.
►Farm Plot destroyed by iteb Melbilavuz, Potter.

"I'm a doctor, like you know, and I take care of sicknesses. There's a sickness in this fortress, only, see, it's in the people's heads! And I've got a way to cure it!" He hefted his hammer. "Rioting, now that's a symptom of the sickness. Anyone caught doing that will get a light medicinal beating, plus maybe some time in quarantine to keep them from infecting anyone else!"

Beating.
26 Days in Prison.

Officer: 'Dr. Killpatient', Malpractitioner

Everyone was still staring at him, though not silently. The angry potter finished his gardening, and muscled his way through the crowd, shouting "Like hell you are! I'll kick your damned ass and anyone else who tells me that-"

Dr. Killpatient calmly swung his hammer. There was a loud crack, and the potter went down, his face pale.

"There's one patient! Any others out there? We need to start this treatment now, before things get worse, you know!"

Scientist Mk. II was already there, trying to drag the moaning potter away. "Er, are you sure you know what you're doing, 'Doctor?'" His voice was nervous.

Killpatient turned to face him, smiling slightly. "That's Captain Killpatient, to you."

The new Captain of the Guard got down to work. There was a lot to do.

Zon Mebzuthnanir, Mason	Beating. Vandalism.
--------------------------------	--------------------------------------

.....

Next: State of the Fortress Report

((Fun fact: I chose the new captain of the guard at random. Also, I hope that Mr. Anderson has sounded all right so far, Mjattie. Also also, I'll get to work on the map to dfma thing soon. I've never tried doing that before, and I'm hoping I'll get it right,))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **SirFellfire** on **January 13, 2012, 04:23:24 am**

damn if this doesn't seem !!FUN!! enough! i suggest this would be an excellent moment to begin pumping magma to the surface, what with those goblins and whatnot sieging and killing, though the riots might be a problem. maybe you could put some of the next migrants to it, if you not have to draft all of them

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **January 13, 2012, 04:53:09 am**

Quote from: SirFellfire on January 13, 2012, 04:23:24 am

damn if this doesn't seem !!FUN!! enough! i suggest this would be an excellent moment to begin pumping magma to the surface, what with those goblins and whatnot sieging and killing, though the riots might be a problem. maybe you could put some of the next migrants to it, if you not have to draft all of them

Let's see the map first.
But you're right, I was thinking of somethink like that.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **January 13, 2012, 06:12:11 pm**

This doesn't seem so bad. A few casualties, sure, and a little civil unrest to spice it up, but Oceanbridge has seen far worse.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Mjattie** on **January 13, 2012, 07:45:05 pm**

((But Mr. Anderson gets very very paranoid sometimes!))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 13, 2012, 10:16:38 pm**

((Ok, State of The Fortress and map later. First, more FUN.))

In the Prison:

“Well, it’s not so bad, Iteb. You’ll be free in a week, and most of your bones have already healed! We’ll look back on this and laugh one day, for sure.”

Iteb, the potter who had been the first arrested by Killpatient, tugged at his chain, and didn’t say anything.

Deler, (a glazer by trade, not a ghost) frowned. “That’s not a good attitude, now is it? Look on the bright side! At least... uh... at least no one is actively trying to kill you right now!”

Iteb continued to say nothing. The cracked ribs may have had something to do with it.

Deler heard another dwarf approach, and turned to look. “Hey, here’s Cerol, she’s bound to cheer you up. She’s... she’s...” She noticed something. “She’s carrying a dagger...Uh, Cerol, what are you doing?”

Cerol stared for a moment, then made a clumsy swing at her, missing by inches. Deler screamed and ran for the exit, barely making it out in one piece. She shouted “Oh dear Atir, someone call the militia! She’s gone berserk! Cerol’s gone berserk!”



Iteb, unfortunately, couldn’t run.

.....

By the time the militia, led by Ishar and Derm arrived, Iteb was dead, his face slashed to shreds.

The Bone Carver stabs The Potter in the head with her <large iron dagger>, fracturing the bone, tearing the skull and tearing the brain through the <large rat leather hood>!
A ligament has been torn and a tendon has been torn!
iteb Melbilavuz, Potter has been struck down.
The Bone Carver stands up.

Cerol stood over him, seeming almost puzzled by what he had done. His confusion only lasted a second though, and with a furious snarl he attacked the first dwarf he saw.

Ishar calmly moved to one side, and cracked his skull open with her mace as he rushed past. It had the result that sort of thing usually does.

The Kills of 'Ishar'
Cerol Tattoorelics the dwarf, d. 198

"Well, that was a waste."

.....

Next: State of the Fortress, Maps, and Murder.

((Ishar has more kills, I just cropped it to highlight that one. Anyway, don't worry, things always get bad before they get even worse! Wait...))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **kingfisher1112** on **January 14, 2012, 05:21:23 am**

Please redorf me as a crossbowdwarf.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 14, 2012, 03:43:24 pm**

You guys have no idea how close I am to another reclaim. No idea.

Argh.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Rhaken** on **January 14, 2012, 04:17:08 pm**

Please don't say that. Oceanbridge must live on, come !!FUN!! or high water!

From the **Second Book of Croaker**

Things have been going to hell in a handcart.

I attended the seance. Remalle, one of the surviving founders, somehow called up the ghost of one Neo, presumably a resident of old Oceanbridge, at the request of overseer Wilberforce. Interestingly, the ghost didn't materialize out of thin air, but out of a local named Neo. Seems like a case of possession to me, though I can't exactly consult with One-Eye on it right now.

About a week later, the goblins came. Dozens of them, armed with sword and spear and greed for dwarven wealth. There were plenty of injuries to go around. We lost good dwarves to the enemy, among them Orcrist, Balnash and Kingfisher, and worst of all, Ishar's baby. Wilberforce thought Kingfisher's death was important enough to interrupt me during surgery for some questions (directed at myself and my patient, no less).

And to kick off the Oceanbridge cultural calendar this winter, we have rioting. While Wilberforce and the militia hid out on the Bridge, the locals gathered in the dining room, probably for a spot of tea and murder with plump helmet biscuits. I took this time to hide the First Book before something terrible happens. I now have the world's most rigid pillow. Soon as I can, I'm asking a miner to dig out a hidden cubbyhole in my room to stash the book properly.

Later I heard the goings-on from Scientist, who was dragging in an injured dwarf. That raving loon Killpatient had gained the position of Captain of the Guard, and was busy 'treating the symptoms of rioting' by way of a warhammer in the grill and a prison sentence. Who the hell appointed him, anyways? I need to have a chat with Wilberforce. There's something sinister afoot in Oceanbridge. I can feel it in my bones.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 15, 2012, 04:53:25 pm**

((Sinister things indeed. And here's where it gets worse. But first an update on some ignored dwarfs. But first...))

State of the Fortress, and Some Dwarfs Within

Alkhemia had been busy. She'd been busy for years, building the blocks that made the bridge possible. If you'd asked her what was going on in the fortress above, she wouldn't have answered, becasue she was busy making blocks.

Still, even with that and all the chaos, she'd found love.

She is romantically involved with 'The Scout'.

The Scout was still confused about that. At least they weren't married yet... Wait, he wasn't married, was he? No, probably not. He was sure he would have heard something about that.

Oh gods, what if he *was* married?

In the meantime, he was proud of being one of the only soldiers in Oceanbridge without a crippling injury.

.....

Mr. Anderson finally emerged from his office after a berserk bone carver bashed down his door and tried to beat him to death while he slept.

Nomal Kegethavuz, Bone Carver cancels Sleep: Went insane.
Nomal Kegethavuz, Bone Carver has gone berserk!

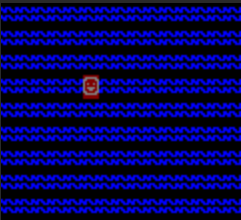


Anderson escaped with only a few bruises, and the bone carver was put down by Roy and her war tiger. It was messy.

The Kills of 'Roy'
One Kill
Nomal Holdmine the dwarf, d. 198

.....

Lovecraft was out on the bridge when he witnessed a murder. No one believed him, but he swore that he saw another peasant push a metalsmith over the edge.



He'd run all the way to the fortress without looking back. Now everyone thought *he'd* gone mad, but he knew what he had witnessed was real.

.....

You didn't need to look far to find madness that winter. Colonel Kurtz, a dwarf who was avoided by most intelligent people, snuck into a mechanic shop and began stealing various odds and ends for some nefarious purpose.

'Colonel Kurtz', Doctor cancels Sleep: Taken by mood.
'Colonel Kurtz', Doctor withdraws from society...

It turned out he was making a mechanism, of all things.

Ulzestzuntir Sosasbisek, "Wringanvil the Abysmal Veil", a hematite mechani
This is a hematite mechanisms. All crafts
dwarfship is of the highest
quality. It is encrusted with native gold and decorated with creeping eye
leather. This object is adorned with hanging rings of hematite and menaces
with spikes of hematite and rope reed fiber.

.....

And then there were the real cases of madness. Every week or so, it seemed, another dwarf lost his or her mind.

Athel Stelidlorbam, Mason cancels Strange Mood: Went insane.
Athel Stelidlorbam, Mason is stricken by melancholy!

→Atír Likothërûl, Peasant has gone stark raving mad!

The violent cases weren't too common, at least. Siverix was getting tired of cleaning up the bloodstains.

And the winter of 198 finally neared its close.

.....

Next: Ape-Men and other Types of Fun

Spoiler (click to show/hide)

Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader
Dark Strangler Wrestler	Invader

Page 1 of 3

((I want to put up the map when the fortress is a bit more stable, so it might take... a moment. Also, I tried some magma pumping, and it absolutely kills the fps. Kills it dead. I'm honestly not sure if this computer can handle it. Annoying.

Here's how far there is to go:

Spoiler (click to show/hide)



))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **January 15, 2012, 05:41:04 pm**

Hey, that's actually pretty damn close! Throw big-ass party when it's really finished!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **TurkeyXIII** on **January 15, 2012, 09:43:21 pm**

Or maybe just, y'know, stop murdering people when it's finished. As a celebration.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Mjattie** on **January 15, 2012, 09:59:07 pm**

The Journal of Mr. Anderson

I knew it would get worse. Almost every day more and more people start loosing it. One of them even smashed down my door and attacked me. It's a good thing that tiger was just around the corner...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Siverix** on **January 16, 2012, 05:32:33 am**

The Journal of Siverix 198, winter

I finally found this damn thing. How long has it been? It doesn't matter all that matters is what I've got work. A little bit too much work one might think but I guess I got what I wanted.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 16, 2012, 04:50:12 pm**

Quote from: TurkeyXIII on January 15, 2012, 09:43:21 pm

Or maybe just, y'know, stop murdering people when it's finished. As a celebration.

Huh? I'm pretty sure I've said this before, but the number of dwarfs that I've deliberately killed in this fortress stands at zero. None. Maybe I'm misunderstanding you, if so, sorry. Ahem. anyway.))

Attack of the Ape-Men

Ape-Men, or “dark stranglers” have attacked Oceanbridge numerous times, if one judges by the skeletons that can be found sprouting from the sandy jungle floor in all directions. And unlike some of the other, numerous enemies that Oceanbridge has accumulated in its near ten years of existence, they’ve never had an ounce of success in their attacks. What causes them to come back, year after year? Why waste their lives, if they value them at all, in these vain attacks? I suspect something is driving them, but what?



They attacked shortly after we spotted them. Wilberforce preferred to rely on traps when dealing with the ape-men, and after watching them rush through the gate, to be caught in cages or sliced to shreds by spinning blades, one can't fault him.

A few survived, and came screaming into the halls of Oceanbridge itself.



But two apes are hardly a match for equipped soldiers, no matter how battered the soldiers are. Derm killed them both, adding a few more notches to his soulchopper.

The Soulchopper hacks The Dark Strangler Wrestler in the upper body with his <<bismuth bronze battle axe>>, tearing apart the muscle, shattering the right true rib and tearing apart the right lung!
A tendon in the right true rib has been torn!
The Dark Strangler Wrestler is having trouble breathing!
The Soulchopper hacks The Dark Strangler Wrestler in the first left hand with his <<bismuth bronze battle axe>> and the severed part sails off in an arc!

The rest were dispatched by repeatedly opening and closing the drawbridge, an old trick, but one with great efficacy. It rose and fell to deadly effect, and the ape men went into a blind panic when faced with this. The bridge would fall, and they would rush over it, hooting, only to be launched into sky as it rose again.



They would crash to the ground, flipping over each other and standing, dazed. Then the bridge would fall again and crush them into a paste. It took four or five such attacks to send the remainder fleeing, and thus the siege ended.

Or so we had thought, but the year held one more nasty little present in store for us, like an uncle who only shows up at your birthday at the last minute, drunk beyond belief and with a stained paper sack under his arm, if you follow me...

.....

From the Memoirs of Wilberforce Amber Ropenourished:

Dear Readers, it has been an unusually cold winter, especially for Oceanbridge! This place normally looks at winter and says, "oh, a bit of rain and wind is enough, they've got enough problems there." Which is fine by me, I must say. This winter, though, I once saw a bit of snow, and one had to bundle up with a vest or two on the bridge. It caused some comment.

Now we know why.



Giants! These fellows might take some dealing with. I didn't even know that giants existed, though I suppose there's no reason they shouldn't. At any rate, they aren't here to help us build the bridge, though it would be quite thrilling if they were.

Next: Yup, giants.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **January 16, 2012, 05:46:42 pm**

What about the war yak training? Have you given up on that completely? I suspect a few battle-hardened yaks wouldn't help much against giants, but you never know. If anything, they'd look bitchin cool.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 16, 2012, 10:28:16 pm**

No luck on the war yak training. I added the tag "trainable" to the yak, but in game I just get the message no available animal. Maybe I'll remove that benign tag and see if that helps.

If it does, there's still just one yak. Got to get him a mate!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **TurkeyXIII** on **January 17, 2012, 01:05:32 am**

Quote from: varnish on January 16, 2012, 04:50:12 pm
I'm pretty sure I've said this before, but the number of dwarfs that I've deliberately killed in this fortress stands at zero
No no, I was talking to the dwarves :p

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **SirFellfire** on **January 17, 2012, 03:38:34 am**

whatever happened to Gorrothathel? about time we saw some of our artifacts being put to good use!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 17, 2012, 08:23:38 am**

Quote from: TurkeyXIII on January 17, 2012, 01:05:32 am
Quote from: varnish on January 16, 2012, 04:50:12 pm
I'm pretty sure I've said this before, but the number of dwarfs that I've deliberately killed in this fortress stands at zero
No no, I was talking to the dwarves :p

I apologize. This is something I hope happens as well. (Less murders, that is.)

Quote from: SirFellfire on January 17, 2012, 03:38:34 am
whatever happened to Gorrothathel? about time we saw some of our artifacts being put to good use!

An interesting conundrum. So far as I can tell, artifacts from before the reclaim don't show up on the stocks list, or the artifact list. I've found the one's that were actually built (a dog bone armor stand, an artifact coffin, etc.) but the weapons, crafts, and dwarf bone gauntlets are all missing. Does anyone know of a way to find those, apart from combing every square inch of the map?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **January 17, 2012, 08:26:22 am**

Quote from: varnish on January 17, 2012, 08:23:38 am
An interesting conundrum. So far as I can tell, artifacts from before the reclaim don't show up on the stocks list, or the artifact list. I've found the one's that were actually built (a dog bone armor stand, an artifact coffin, etc.) but the weapons, crafts, and dwarf bone gauntlets are all missing. Does anyone know of a way to find those, apart from combing every square inch of the map?

Aren't they appear at stocks screen? You can zoom to item from there

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **January 17, 2012, 03:15:18 pm**

Unfortunately, artifacts from a previous fort will not act properly at the reclaim, and if you deconstruct any of the artifact buildings, they will disappear also. It is rather unfortunate as they will not be able to be recovered. On a side note, is Neo still corporeal?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **January 17, 2012, 07:49:47 pm**

Scout Journal: Man, I have NOT been paying much attention lately. But uh, I need to go beat some heads in.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 18, 2012, 12:05:42 am**

((
Quote from: neo1096 on January 17, 2012, 03:15:18 pm
Unfortunately, artifacts from a previous fort will not act properly at the reclaim, and if you deconstruct any of the artifact buildings, they will disappear also. It is rather unfortunate as they will not be able to be recovered. On a side note, is Neo still corporeal?

Dang! That is sad. Also, yes, he's still around.))

I Will Not Make a "They Might Be Giants" Joke Here:

Or, Yet Another Siege

Professor Featherlog was thrilled “This is fascinating! Those “giants”, as I'm sure you know, are actually what we naturalists call Jotunar. I didn’t even think they existed! Their coming is said to herald the end of days, you know.”

Wilberforce nodded, on the assumption that that was the safest response. “Is it. Is it. Some sort of prophecy?” He looked out over the battlements. The giants were marching towards the gates. They were huge, but seemed to compensate by moving incredibly slow. It had been a week since they had arrived, and they were just getting within crossbow range.

“Oh no. Just a general sort of end of days thing. Frogs fall from the sky, fish walk on land, the Jotunar march from their icy homes, sort of thing.”

“Well, it will be the end of their days if I have anything to say about it! They’ve never been here before, so I say we give them the old trap introduction. Drop the bridge on anyone who doesn’t want a new home in a cage. Not sure what we’ll do if it starts to rain frogs, but I’m sure I’ll come up with something.”

Professor Featherlog shook her head. “No, no! Wilberforce, that won’t work at all. Legend tells that they’re immune to traps.”

“Awfully specific, these legends.”

"Oh, there's all sorts of stories about them. Some are said to wield fire, others the power of frost. They're the will of the gods, made flesh." Noticing that Wilberforce and some of the others were giving her odd looks, she added "According to legends, of course."

It was at that point that the lead giant spoke, his voice echoing over the plain. “Fall on your knees, accursed dwarfs, for the doom of the gods is upon you!”

Wilberforce cupped his hands over his mouth and shouted “What? Details, my good fellow! What are you here for?”

The giant ignored him. “I, Rime Giant, Noble of the Jotunar, Holy Being among Ants, declare this foul edifice a sin against Rakust. I shall tear it down, piece by piece, until not one stone remains. All shall be dust! Like specks of filth purest glass are you, and like specks shall you be wiped away! Know that doom is...”

The giant carried on for a while, all the while slowly striding toward the fortress. The others seemed to be hanging back. "All right, new plan." Wilberforce said. "Let him get over the gate, then we close it, and kill him. I'm sure we can handle one giant."

It was a reasonable plan. The only trouble came when the militia was summoned; most of them turned out to be at a party honoring the fact that they were having a party. Only Roy made it to the surface in time.

.....

The leader of the giants, still describing what he planned to do to Oceanbridge, crossed over the gate, and it closed behind him.



He didn't seem to notice. "Come, puny dwarfs! Come and face your doom! Ice shall find you, and ice grind you to a- Oh, Rakust's Balls!" A crossbow bolt, hardly larger than a pin compared to the giant, hit him in the leg while he shouted.

Roy and her tiger had arrived at the gate, and she fired as soon as she could. Unfortunately, that meant she was busy reloading the crossbow, while the infuriated, and now speechless giant charged. Her war tiger saved her again, leaping at the giant, claws bared.

It was an impressive sight, or would have been, except the Rime Giant easily slapped the tiger aside with the flat of his sword. Another slow swing knocked Roy from her feet, bruised and shaken but unhurt. From the ground, Roy could see that her tiger was badly hurt, and in no shape to move. The giant began to slowly bring his sword around for the killing blow.

Roy did the first thing she could think to do, which for some reason meant she jumped onto the Rime Giant's tree trunk sized ankle and started punching and scratching, biting and kicking. She expected to distract it for a minute, maybe, and somehow buy time for her tiger, and for help to arrive.

She did not expect to tear a piece of the giant's ankle off in her hands like it was paper. She fell to the ground with about a yard of skin gripped in her fists. Several barrels worth of blood followed her.

The Marksdwarf scratches The Rime Giant Swordsman in the right lower leg from behind, tearing the skin and bruising the fat! The Rime Giant Swordsman gives in to pain.

The Rime Giant blinked, looked down to see that a chunk of its foot was missing, and then, with very little fuss, collapsed. A cage trap snapped under the weight, imprisoning the huge figure, somehow.



The rest of the militia arrived shortly after. The Scout was first on the scene, and he saw Roy with her "prize". "Damn! You showed him "

Roy dropped the skin piece, and tried to shake some of the blood out of her ears. "I... Yes, I think I did."

The giant army were plainly puzzled by their leader's fate. Eventually they began wandering off, a few of them shaking their fists in the direction of the fort. The Scout waved back "Looks like the rest of them are running away! Scared off! 'S a good message to take back to their bosses. Attack Oceanbridge, and we'll tear you apart with our bare hands, because we are goddamn crazy in here!"

.....

Next: Poltergeists and Possessions

((Note: Yes, Roy just broke that siege singlehanded, and barehanded. It was crazy.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Haika** on **January 18, 2012, 09:43:36 am**

Awesome. :)

But how's the tiger looking? Pets get healed like dwarves right? I seem to remember them having jobs assigned them in the hospital when I last played.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **pregarrett** on **January 18, 2012, 10:04:10 am**

Holy carp. Roy is badass!

What about map, btw? Amd magma?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **January 18, 2012, 10:22:24 am**

Quote from: Haika on January 18, 2012, 09:43:36 am
Pets get healed like dwarves right? I seem to remember them having jobs assigned them in the hospital when I last played.

Actually, no. They regenerate on their own, but no hospital care, I'm fairly certain.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 18, 2012, 10:54:29 am**

Quote from: Haika on January 18, 2012, 09:43:36 am
Awesome. :)
But how's the tiger looking? Pets get healed like dwarves right? I seem to remember them having jobs assigned them in the hospital when I last played.

Ishar's right, they heal on their own. He's already healed the major wound, and has a massive jagged scar on his chest. Also, his name is Nil Chewedwhips, which I keep forgetting to note down. It's a good name for a tiger, I think.

Quote from: peregarrett on January 18, 2012, 10:04:10 am
Holy carp. Roy is badass!
What about map, btw? Amd magma?

Map, right. Ok, that's next on the list too. Then you can all see just how badly the fortress is designed! (I prefer the "organic sprawl" method of design.)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Haika** on **January 20, 2012, 03:13:25 pm**

hmm... le mini bump?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 20, 2012, 10:16:56 pm**

((STILL I LIVE. Having trouble with the map compressing program, though. Exception errors all over the place? Hm.

Very short post, involving story.))

From the Journals of Aban Brothertreaties, Spring 199

Well, I made it back.

I didn't know what to expect when I got back here, honestly. Ruins? Skeletons? Ruins coated in skeletons? For a while on the journey back, I kind of wondered if I might be the only dwarf left in the world, even though the voice in my... er, I mean, "Tholtig" assured me that wasn't true.

And it was right. After I washed ashore (I'm so sick of almost drowning, journal), the first thing I noticed was how much longer the bridge was. People have been working here. How's that for baffling?

The next thing I noticed was that the beach was covered in trash; broken pots, spilled wine, etc, and that some of those things were moving around on their own. Floating, I mean. I don't know what that's about.

a <<giant cave spider silk robe>> has been misplaced. No doubt Zuntir Ushatlisat Edoddatur Alek, Ghostly Wrestler is to blame!

I don't know who has taken over here, and I don't know if they've heard about the mountainhomes, and I don't know if they'll even notice when I arrive. I think I might sneak in the back way... If it still exists.

Oceanbridge has changed since the last time I was here. It's time to find out how.

.....

Next: Maps, (hopefully) Re-Introductions, and Recaps.

((Not a lot here, I know. The next update will be better))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 21, 2012, 01:45:28 pm**

((Hooray it's the map!))

<http://mkv25.net/dfma/map-10947-oceanbridge>

That's all I got right now.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **January 21, 2012, 03:19:19 pm**

Oh, finally!!!

Now I can think of some defences... Do we have magma already? With all this rotting crap laying around it would be the best solution.

But speaking of actual things,did someone test "shocking dust trap"? I mean, we have a road without any traps, and a wall along it. When invaders are marching at our gates, we pull levers and pieces of wall dropping near the road, so dust hits them against the wall. Dropping rock over their heads is overpowered. Also, it's easy to reset trap, when we drop constructed wall it should deconstruct to boulders, right?

I think the perfect place for it would be east from gates, after dried pool. something like this:

Code: [Select]

```
<- gate there ^ pool ends here
0=====0
+++++
+++++ enter here
+++++
0=====0..... - here drops the wall
```

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **!!scientist!!** on **January 21, 2012, 05:03:40 pm**

YAY! the post is to page 42. This makes me happy.

oh and I must say that I am truly impressed with the amount you got done considering the sieges, ambushes, reclaims, yaks, and other issues that have come up.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **January 23, 2012, 09:37:38 am**

Wow, it's mess indeed. Especially the socks that cover all the grass even on the other side, if it were me, I'd quickdump those to magma sea and pretend a wizard did that.
There seems to be no way of editing points of interest after adding them (discovered that after making one, sorry), so it'd be better if you made those by yourself. For example, is that fortification square arena? And what's that tunel to ocean for?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 23, 2012, 12:33:55 pm**

I'll take a look at the map and add some points of interest soon.

Is quick-dumping a dwarf therapist thing? I'd really like to clear out the trash, and at this point I don't care how it happens.

Sorry for no updates lately. Got a nasty steam burn on my hand at work, typing hurts.
\\

Oh, and that little spot was actually part of the original attempt to tunnel through the aquifer. Why the lower part doesn't show up is beyond me. It later got re purposed as a really crude baths.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **+!!scientist!!+** on **January 23, 2012, 01:05:03 pm**

quick-dumping is actually DF hack, which is seperate from dwarf therapist. basically you select a few things for dumping and then when you type autodump into DF hack, it quick dumps them to your cursor.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **January 23, 2012, 01:21:35 pm**

Quote from: varnish on January 23, 2012, 12:33:55 pm
Got a nasty steam burn on my hand at work

That sounds hardcore. Spartan, what is your profession?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Shinotsa** on **January 23, 2012, 03:00:54 pm**

Woah, finally got back from vacation and took a while to catch up on this. You've got a great... well, everything here. I like to see the different approaches to fortresses, especially ones that differ from mine. In that they work. I wind up having a massive smoothed, carved entryway and around that time I realize I've forgotten something vital. Like food.

Anyway, I'd love to see more of the non-military dwarves behind the scenes. It seems like death and destruction would phase everyone differently and might be fun to explore. Though you may be too busy killing things. Or providing medical care. Speaking of that, someone needs to make a utility that tracks fortress statistics. It'd be nice to look up how many dwarves have received medical care, how many animals have been butchered, bolts fired, dwarves gone insane, sentients magmafied, etc.

Keep up the good work! Can't wait for an update.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 23, 2012, 10:40:53 pm**

Quote from: Ishar on January 23, 2012, 01:21:35 pm
Quote from: varnish on January 23, 2012, 12:33:55 pm
Got a nasty steam burn on my hand at work
That sounds hardcore. Spartan, what is your profession?

There's nothing more hardcore than washing dishes for a living.

I added some points of interest to the map! They probably don't clear up anything, but, you know. Check it out.

Real updates are in the works!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 24, 2012, 08:02:44 am**

((Small update))

Excerpt from a pamphlet found in the dining hall:

Craftsmen of Oceanbrige Unite!

Tell Mayer Anderson that youre sick of masons and soldiers geting all the work! Tell him that skilled craftsmen shuld not be made to chip blocks all day long while there talents rot! Tell him that if wants another vote to go his way, hell find real work for the real workers, not a bunch of rock lovers and lazy soldiers!

Stâkud Abanâgesh, Armorer	No Job
Litast Tashemineth, Blacksmith	No Job
Goden Avuzumâm, Metalcrafter	No Job
ònul Dolushiden, Metalcrafter	Construct rock Blocks
Udib Angurdim, Clothier	No Job
Rigòth Zonelis, Glassmaker	Drink
Mosus Uabòkkol, Glazer	No Job

And if he doesnt, kick him right out and vote a dwarf who will.

Signed by the Metalworker and Craftsman Union of Oceanbridge

.....

Wilberforce Interrogates the Jotunar Leader

“Tell all, my rather large friend. Why did you come here? Why do you want to destroy this place? That’s not exactly a polite thing for a sentient creature like yourself to do, now is it?”

The Rime Giant, who looked quite uncomfortable hunched over a cage designed to hold badgers, ignored him, as he had been doing for some time.

Seeing the peasant Lovecraft pass by, he brightened up and intoned “Doom! Doom approaches for you, little dwarf! The doom of the gods is upon you!” Lovecraft’s eyes grew wide, and he screamed and ran from the room.

“Yes, well.” Wilberforce sighed. “Tell you what, let’s take a break. Feel free to torture yourself for information; frankly, I haven’t got the stomach for that sort of thing.”

"Doom."

"Quite." Wilberforce turned away, and walked out of the room.

After stopping in to inform Mr. Anderson that he had no new information to offer, Wilberforce headed to his own office, a floor above. To his surprise, he found a small note nailed to the door, (his brand new, high quality limestone door, he thought, annoyed.) Picking the little piece of paper off, he read: "Wilberforce. Meet in the old furnace room. Important information to discuss. Signed, a Friend."

Well, that was interesting.

.....

Next: Stuff, and Probably Things (How often have these "next" things actually been accurate, anyway?)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **January 24, 2012, 11:40:31 am**

Looking forward to the stuff. Can't wait for things.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 25, 2012, 09:06:19 pm**

From the Journals of Aban Brothertreaties, Late Spring 199

I’ve been back for an entire month, and no one has died yet!

...What? I’m taking my success where I can get them, journal.


I caught a glimpse of the mayor, who is... well, a bit off. Everyone here is a bit off. Maybe it’s the fact that I’ve already survived one fortress collapse, but it’s obvious to me that this place is still on the edge of disaster. No one is happy, especially not the workers. Some soapmaker locked himself up in a workshop, and I don’t think anyone else has noticed.

→Feb Sedilshorast, Soap Maker withdraws from society...

I saw Karakzon, which was even stranger. I'm not surprised that he survived the fall as well, but I'm going to try to avoid him for now. I mean, I did sort of abandon him and the others. (Avoiding him won't be too hard, though, as he was being arrested when I saw him.)

‘Karakzon’, Miner	26 Days in Prison.
Atír Likothërûl, Peasant, Deceased	
Goden Bisólgusil, Brewer, Deceased	
Cerol Zegzaneg, Bone Carver, Deceased	
Zon Mebzuthnanir, Mason	Officer: ‘Dr. Killpatient’, Malpractitioner
iteb Melbilavuz, Potter, Deceased	Violation of Production Order.
	Injured Party: ‘Mr. Anderson’, mayor.

And, just to really rub in the fact that I'm back in Oceanbridge, an army of goblins has arrived at the gate. And when I say "arrived", I mean it looks like they're preparing to fly over it on giant cave birds.



Welcome home, Aban.

.....

Next: Oh Shit, Flying Goblins

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **January 26, 2012, 11:42:19 am**

Spiderman could handle a good number of them. You should be fine.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Shinotsa** on **January 26, 2012, 12:55:35 pm**

The real challenge here is figuring out a way to explain removing the flier tag that fits the theme of the fortress. Assuming we don't have enough crossbows and bone bolts to graze their wings and make them plummet to the Earth, resulting in a warm, feathery jelly all over the bridge of course.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **aussieevil** on **January 26, 2012, 02:30:23 pm**

Reincarnate me, please (or maybe have my ghost possess someone else)? I want to keep in the stoneworking careers.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 26, 2012, 05:08:17 pm**

Quote from: Ishar on January 26, 2012, 11:42:19 am
Spiderman could handle a good number of them. You should be fine.

((Despite what the screenshot shows, most of these goblins aren't green. Plus, Spiderman's a whiny boy.))

Reports from the Siege, Part One

Bayar Shotrust’s Report:

Gettin’ the ogres to charge ahead of their goblin masters?



A *good* idea. Don't get me wrong there. But if we're going to use traps, we got to have enough of them. Ogres are big bastards, and if even one gets loose, it's trouble for everyone.



Ishar's Report:

Hey, I just learned a new joke! How many dwarfs does it take to kill an ogre?

Give up?

The answer is "all of them, plus a war tiger and a yak or two."

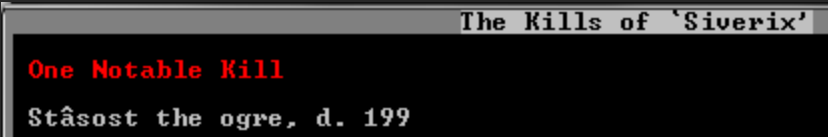


Yes, I know it's not that funny. We weren't laughing when it happened today, either. Tell the engineers I'm tired of almost losing my one working arm.

Siverix's Report:

The thing jumped right on top of me! Have you ever been jumped on by an ogre? No? How about a giraffe or an elephant? It's something to try, believe me. Life is full of unusual experiences!

Oh, right. The ogre. Well, I killed it.



Peregar's Report:

Don't blame me for the trap problems! The real problem is we think too small. I like cage traps of course; they're elegant and simple, the screw pumps of the trap world. But if we want to break a siege, we need to think big. Now, I've got a plan here for a collapsing wall trap that will... here let me use that sheet of paper you're holding. What we need to do is...

(The rest of the page is covered in a series of scribbled graphs and graphic depictions of goblins smashing into walls)

The Scout's Report:

Ogres in cages are hilarious! I've been poking `em with spears. Ain't so tough now, are ya, fatso!

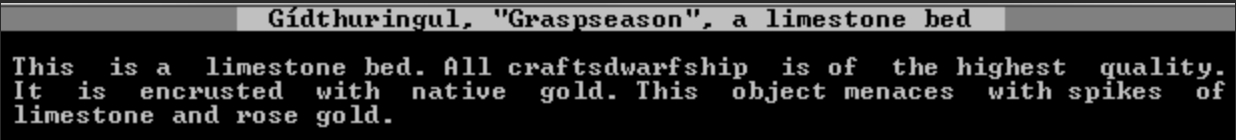
Mr. Anderson's Conclusion:

Once again our cages perform admirably. Our soldiers do not. I am tempted to send the lazy, lax fools to fight the rest of the goblins alone as training, but no. They would all perish, resulting only in trouble.

Note to self: Cave swallows can fly, but the goblins will not approach our walls. Why?

.....

The sounds of tremendous violence above hadn't distracted the soapmaker from his work. He emerged a day later, dragging a huge limestone block behind him. Despite all evidence to the contrary, he insisted on calling it a bed.



.....

Next: Siege Part Two, and Some Other Things

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Haika** on **January 26, 2012, 09:25:55 pm**

Nothing like dwarven artifacts. A bed covered with stone and gold spikes. Oh so comfortable!

:)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **January 29, 2012, 09:49:14 am**

Sounds like my bed.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **January 29, 2012, 04:34:38 pm**

Everyone should have a bed coated in gold. And spikes.

I haven't given up or died yet. (Yet.) Update soon.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **January 31, 2012, 06:25:11 am**

Alrighty then!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **February 01, 2012, 08:42:10 pm**

((This is just what everyone wants after an absence: A post with no pictures! I don't even know. BAH))

From the Memoirs of Wilberforce Ambrose Ropenourished:

And the siege continues, my friends. Relentless things, these sieges! Not least because these goblins refuse to attack us. With their steeds, they could simply fly over our walls and wreak incredible havoc, but they refuse to do so. Perhaps they regard it as unsporting.

One brave archer with whom I am not personally acquainted did try to kill a few of them, and was shot full of holes for his troubles.

But there’s another reason I rushed to my office today, my quill pen at the ready. For years, we’ve wondered why Oceanbridge seems to attract just about every hostile army known to exist, and quite a few that were unknown. We may at last have an answer, though how satisfactory it is may depend on the reader.

It began on the first day of summer. Spirits were low, largely due to the low number of spirits in stock. I had been working without much enthusiasm on something or other, when I heard a voice whispering from my room's door.

“Wilberforce!”

Now, living in a fortress filled to bursting with ghosts, poltergeists, and other such things with a knack for possessing one leaves a dwarf a bit cautious about random whispering. Still, it would have been rude not to answer, and I did.

The dwarf who stepped around the corner wasn’t one I recognized, at least not at first.

She introduced herself as Aban Brothertreaties, the founder of this fortress, and if I recall correctly, a cousin of some sort of mine. This was surprising.

At a lack, I asked her how the family was, and she replied that they were all dead, which was a bit of a blow. And what she told me after that made that blow seem like a staid breeze.

To make matters simple, and to avoid the overlong explanations that you my readers, likely dread: She had been back to the Mountainhomes, and found them destroyed. Our dear mad queen is dead, along with most of dwarven civilization, save Oceanbridge and scattered outposts, and other madness induced projects like our own.

The cause of all this she seemed a bit shaky on, but it seemed to involved the god Rakust, and some sort of curse that has left him trapped, as well as all of the other gods, who are upset about this and that. Rakust is the god of death, of course, and it appears that his trapped state has left things in disarray, and the whole pantheon in a "state". You know how gods are. The gist of it is that we need to finish our bridge, and find a way to satisfy the other gods, whatever their deal is. Oh, and find a way to free Rakust.

Well, the bit with Rakust certainly makes sense, when one considers the mess that ghosts have made of this place! There’s a new ghost wandering about these days, one of the various Ishar’s that have lived here. Not ours, of course. She’s still alive and well, so far as I know.

➔‘Ishar’, Ghostly Hunter has risen and is haunting the fortress!

I won't say how much of the rest of her message I believe. These are unusual times, certainly, but not that unusual!

It was quite a lot to take in in one sitting, so I stood. I explained to Aban that I appreciated the information, and that I’d certainly think about it. But as I’m not the mayor anymore (nor is Mr. Anderson. Some nobody named Zun claimed that title just days ago), I couldn’t do much about it. She left disappointed, I think, with a warning to not let on that I knew she was back here in Oceanbridge. Odd request, and the end of an odd conversation.

It’s now early Autumn, and I’m left with this news on my hands, and no idea of what to do about it. I might tell a few close associates, if nothing else. I do believe her about the homeland. We haven't seen a caravan in all my time here, and our migrants come from other colonies. That at least needs to be known by everyone.

It occurs to me that she also didn’t tell me who destroyed to Mountainhomes...

((HUMBUG.))

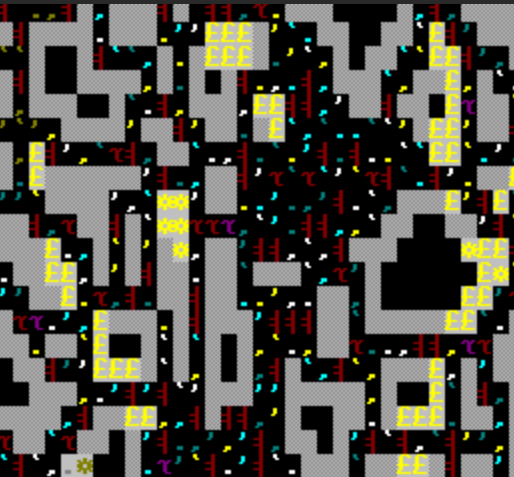
Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **February 01, 2012, 10:55:23 pm**

((Meanwhile, though))

Far below Oceanbridge there were miles of tunnels.



Most of them hadn’t been explored, or even glanced at. They were narrow, damp and unpleasant, choked out by bloodthorn plants. There were a few veins of gold ore shining through the black mud and dark red moss on the walls, but any dwarf who tried to reach them risked a fate far worse than death: becoming lost.



The tunnels went on a *long* way. It was possible they never ended.

If anything lived down there, it was hideous and unnatural. The hungry heads and the crawling eyes had come out of the tunnels. So had Ostrug.

And in the mid-autumn of 199, something else crawled out from the depths under the ocean.

The Forgotten Beast Carila has come! A huge tapir with lidless eyes. It has a square shell and it undulates rhythmically. Its saffron hair is long and straight. Beware its poisonous sting!

It had been down there for a long time, lost, lonely and hungry. But now Carila felt as though it was being driven toward something. It could smell life, and feel the heat, and hear the breath of hundreds of living creatures.

It was time to feast.

.....

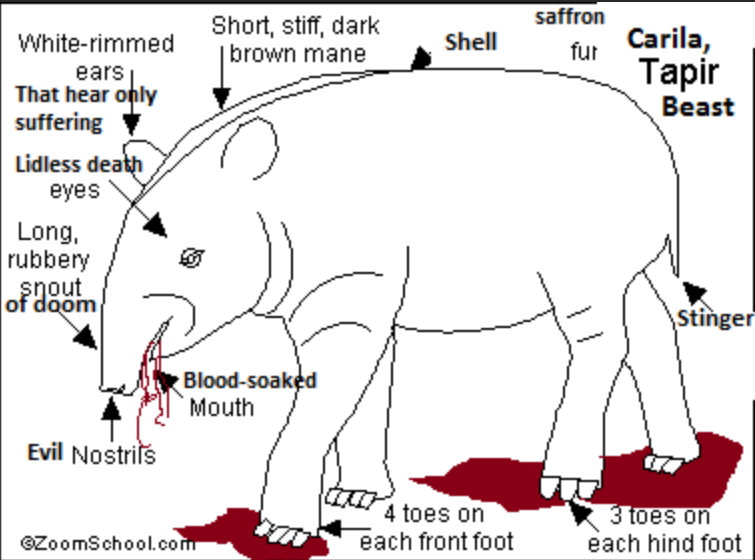
Next: Beasts and Mechanisms, and Why the Two Should Not Mix.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **pregarrett** on **February 02, 2012, 12:20:24 am**

Mechanisms will win! Hooray!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **February 02, 2012, 12:10:32 pm**

((Holy goddamn shit, tapirs are terrifying. Don't believe me? I have prepared a helpful illustration:



There's a lot of death in the next update.

It should be up soonish.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **February 02, 2012, 04:37:56 pm**

I have utter faith in our totally incompetent militia.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **February 03, 2012, 09:22:37 pm**

((I borrowed the character Croaker for this update. Not sure who's still reading this, so I hope it's ok, and somewhat accurate?))

Carila Attacks, Croaker's Account:

The job of “historian” is an unenviable chore, even in a small place like this one. A month ago, I was walking through the dining hall when I witnessed a fistfight between a pair of masons. Despite my best efforts, I was unable to ascertain the cause of the fight. I nearly tore up and burned my work then and there. Historians are liars by definition.

This is by way of explaining that my account of the last few days is flawed and incomplete. I wasn’t even there, so all my information is second or third hand. Still, it’s a story full of blood and violence, and will make good “history”, even if it’s completely false.

Kogut II raised the alarm first, though we can’t ask him exactly what happened, as he’s dead now. He and a metalsmith supposedly spotted some enormous creature at the bottom of the magma pumps, knocking over doors and mechanisms and generally wreaking havoc.

The fortress attracted no migrants this season.
granite Door destroyed by Carila, Forgotten Beast.

They attempted to stop it, and lost their lives in the process.

The Forgotten Beast kicks The Armorer in the upper body with its right rear foot, jamming the bone through the middle spine’s cartilage and tearing apart the middle spine’s cartilage and bruising the nervous tissue!
The Forgotten Beast kicks The Armorer in the lower body with its right rear foot, jamming the bone through the guts and tearing apart the guts!

News of this drifted up somehow. Realizing that we were now facing something a bit more dangerous than another elk bird migration, the new mayor Zun called out the militia. They sallied forth to meet the beast, and, obligingly, it showed itself near the top of the stack, having destroyed half the pumps on his journey.

Roy identified the monster as a Tapir, some sort of tropical mammal normally known for looking goofy as hell. Normal tapir’s don’t have stingers, though, and after it stung the head right off a marksdwarf, the militia were inclined to hold in their laughter.

The Forgotten Beast stings The Marksdwarf in the head and the severe part sails off in an arc!
Forgotten beast extract is injected into the The Marksdwarf’s dwarf blood!
Rigòth Zonelis, Marksdwarf has been struck down.

Di-2, Siverix next tried to kill the beast, only to be swept by its paws down the long pit it had ascended. Armor doesn’t provide much protection against 100+ story falls. I haven't seen their bodies, but I feel safe assuming that they're dead. It then killed another three marksdwarfs, presumably just to show that it could. Ishar managed to bruise its shell.



By this time the militia was broken. Ishar managed to keep her head (I believe this, having spoken with her. That one is as hard as steel.) and led the survivors back to the upper levels. The tapir ambled off, back into the depths. Ishar couldn’t tell me why they weren’t followed. Probably the tapir was busy killing anyone trapped down there. I’m sure that a headcount will reveal a number of missing civilians.

It's down there now, waiting.

.....

Next: Tapir Snacks.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Remalle** on **February 03, 2012, 11:28:05 pm**

I, for one, am still reading. Is my dwarf still alive by any chance?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **February 04, 2012, 03:56:57 am**

That's one badass tapir.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **February 04, 2012, 04:24:45 am**

ARRGGGH!!! My precious pupm stack is destroyed!
REVENGE!!!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **February 04, 2012, 05:20:18 am**

From the journal of Ishar the bazillionth:
So, that was kind of an unsuccessful military operation. By which I mean most of our men capable of holding a weapon are mutilated corpses now. Then again, even though Carila is a fucking serious problem right now, we have to think long term. I have an idea for underground defense I will lay out to the others.
First off, seal the current cavern pass. In our current state, everything crawling through there could be lethal to us all. Then, dig a hole. We are dwarfs, that shouldn't be a problem. The chasm should be three urists wide, maybe ten urists long, and as deep as possible. A one-urist bridge (constructed or natural, doesn't matter) would pass over the center of the chasm, and we would put weapon traps on it, one for each tile. The traps would only need one weapon each - preferably steel though, we are not animals. The purpose of these traps would not need to be to kill any unwanted guests, but if someone tries to get through, either he/she/tapir gets mauled by the traps themselves, OR dodges them - into the pit below. We could fill the bottom with magma, spikes or whatever. Maybe even trap something like Carila there, and let it deal with anything dropped in there afterwards.
What I propose would need mostly digging, and a little bit of masonry and mechanic work. The only weak point I see is flying past it, but the others will surely fix that somehow.

Assuming any of us is left alive by the end of the week.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **February 04, 2012, 01:03:29 pm**

I volunteer to be the next to fight it (hopefully not alone). I will simply possess another body if I die, after all.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Haika** on **February 04, 2012, 07:37:50 pm**

oh boy...

Yeah I'm still reading as well. FB can be very nasty. Hope that dwarf blood injected thing isn't contagious.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **February 04, 2012, 11:31:54 pm**

((Still working on Project: Kill the Tapir. Until then, a short artifact update.))

A Brief Interlude With Artifacts, Recorded by Aban Brothertreaties:

Hey, a hideous monster is attacking us! Well, I hope whoever is in charge can find a way to deal with that?

I’ve been keeping a low profile, watching the workshops. I’ve read a few old scrolls that seem to indicate that the artifacts that some people make in those odd moods are messages from the gods, in a sense. (Not a literal sense. That would be too easy. It’s all “symbolic”.)

About a week ago, a metalcrafter snuck into a forge, and I set myself up nearby to wait for the result.

Goden Avuzumăm, Metalcrafter withdraws from society...
Goden Avuzumăm has claimed a Metalsmith’s Forge.

This is what he made.

Kasithasrer, "Prowledappeared", a gold piccolo
This is a gold piccolo. All crafts dwarfship is of the highest quality. On the item is an image of Rakust, the deity of death, depicted as a skeletal male dwarf and a dwarf in gold. Rakust is devouring the dwarf.

If it is a message, I sincerely hope it’s not literal.

(It also sounds like the screams of the damned when you play it, but I'm pretty sure that's normal for a piccolo.)

.....

((Remalle is still alive. I just realized I need to redwarf several people. Next update!))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **February 06, 2012, 06:54:17 am**

Whoa, battles are bloody ones, good job. Sadly, my dorf failed till the end. What's population status? Aren't we low on fodder?
Dorf me again as Di-3, preferably shooter this time.
And we do read this one.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **February 06, 2012, 10:47:21 am**

Journal of Scout:

What the hell was that crap?!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Alkhemia** on **February 06, 2012, 09:13:02 pm**

I've been reading I just don't post unless I have something to say I'm I still making blocks?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Rgamer** on **February 06, 2012, 10:37:59 pm**

Posting to watch. Great job so far!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Shinotsa** on **February 07, 2012, 11:59:53 am**

Can't post right now, too busy running the furnaces.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **February 07, 2012, 02:32:38 pm**

((Still working on things. Big test times at the school, etc.))

Making the Plan:

“The bastard is breaking my magma pump! Kill it! Kill it dead! With fire, magma, water, and a half brick to the face, if necessary!”

“We’re working on that, Peregar, old boy. The difficulty seems to be in finding a way to kill it that won’t result in any more death on our part.” Wilberforce shook his head. “Poor Kogut. I can’t imagine he would have wanted to be killed by an enormous tapir. No, crushed by a cave in, that’s the way he wanted to go.”

“A cave in! That might kill the monster!”

“Or,” Ishar said. “We kill it the same way it killed the militia. Tapir monsters can shrug off steel weapons, it seems, but I have yet to see anything that can survive a ten to twenty urist drop.”

“Huh. An interesting idea, but how do we get it to fall? I doubt that the beast will willingly leap to it’s own doom.”

Ishar rolled her eyes. “Here, let me show you. It’s really quite simple.”

She demonstrated the idea on a piece of paper. It was actually quite simple, and it was agreed that they would try it.

.....

Meanwhile:

While Peregar starting constructing the mechanisms nescessary for the plan, and Alkhemia and others gathered weapons, Carila seemed content to sit at the bottom of the pump stack, on top of a pile of bodies. Life in Oceanbridge continued on as before, and that meant precisely what it seemed to mean.

.....

Professor Featherlog had befriended most of the dwarfs in the marksdwarf squad, and was somewhat put out by the fact that most of them were now dead.

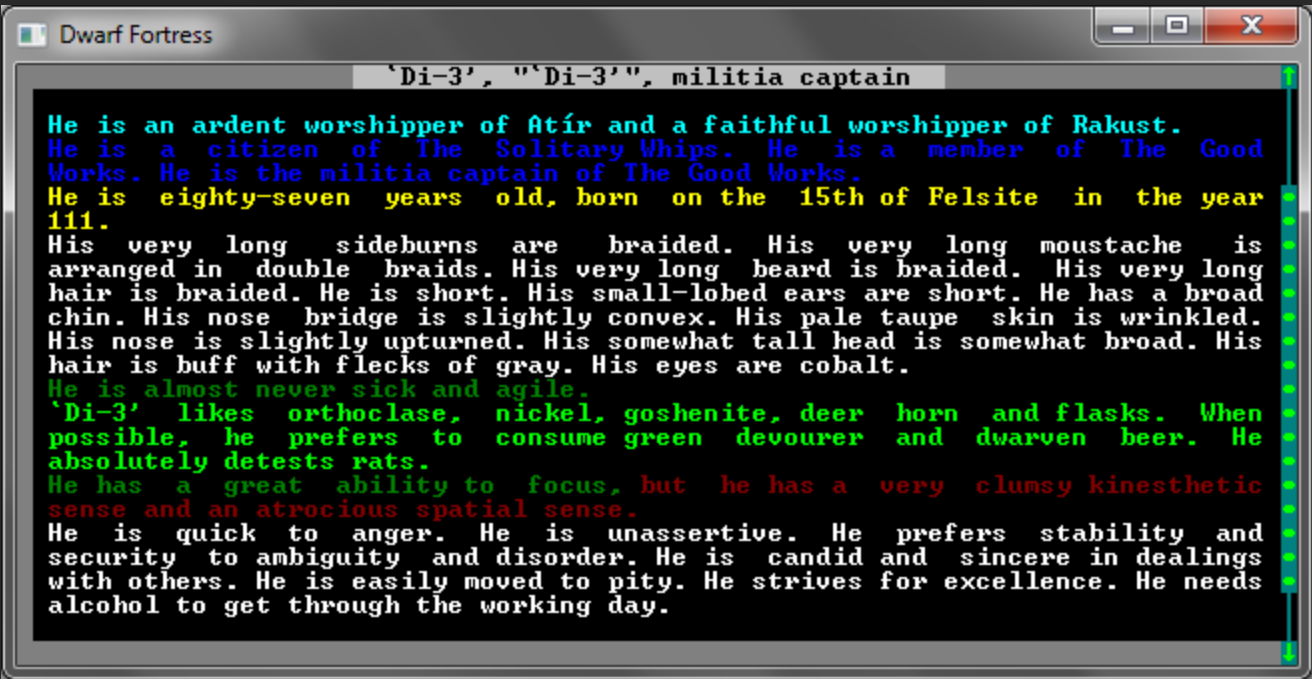
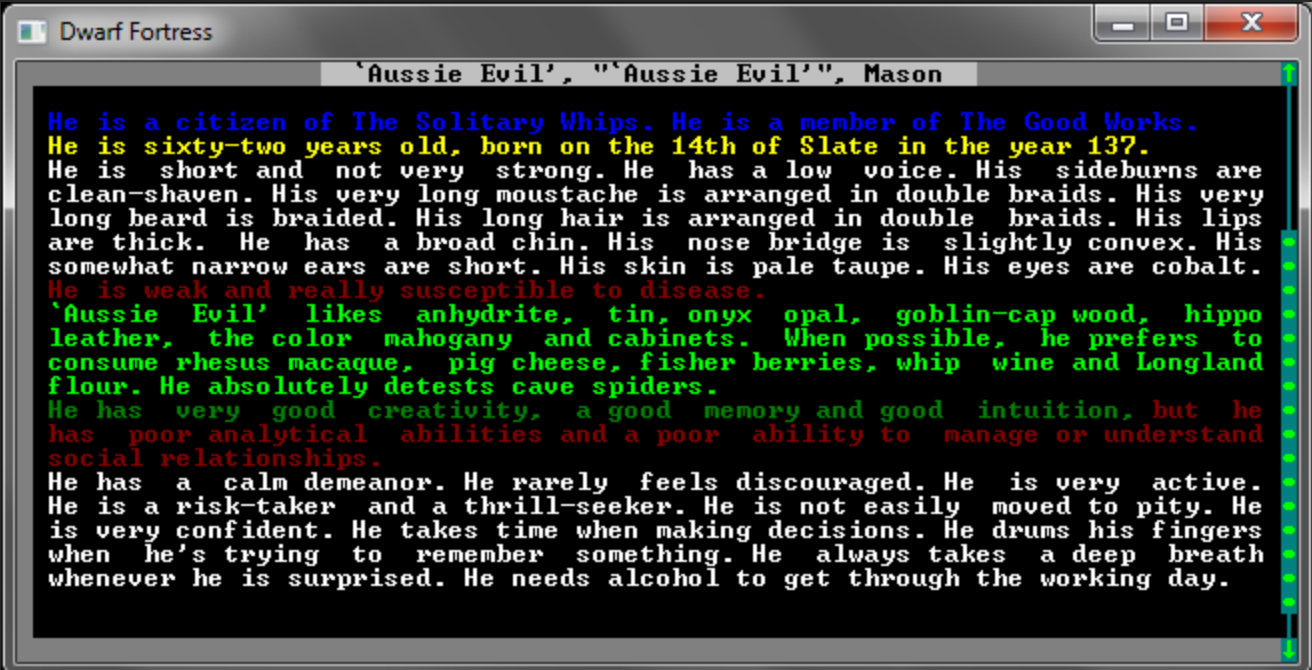
The Animal Trainer punches The Farmer in the left hand with her left hand, tearing apart the cartilage through the <llama wool left mitten>! The Farmer gives in to pain.

Captain Killpatient was happy to provide her with a nice spot to sit and think about it for a few months.

'Professor Featherlog', Animal Trai51 Days in Prison.

.....

A few dwarfs took suddenly began acting somewhat differently, and referring to themselves by different names. Wilberforce called it "irritating", and "dangerous nonsense that will be the doom of us all", but otherwise not much fuss was raised.



.....

A group of goblins tried to attack, and were quickly crushed by the drawbridge for their troubles.



.....

And strange sounds were heard from the depths. There was something sinister in the underground lake; something that no dwarf had ever before seen.



.....

Next: Traps and Berserkers and Goblins Galore.

((Thanks to everyone who is reading! Hopefully the next update will bring plenty of Fun.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **February 07, 2012, 03:05:46 pm**

You could try to pit them against each other in the arena, if the plan doesn't work.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **jvm** on **February 08, 2012, 09:30:27 am**

I'm surprised i caught up on 44 pages in a day or so. Good FUN :D

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Fishybang** on **February 08, 2012, 02:36:24 pm**

Can i get a dorf named after me? preferably a male spear dorf.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **February 08, 2012, 05:06:08 pm**

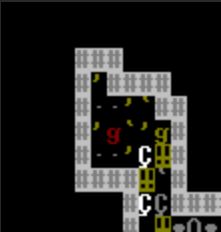
Scout challenges kangaroo!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **February 08, 2012, 11:20:05 pm**

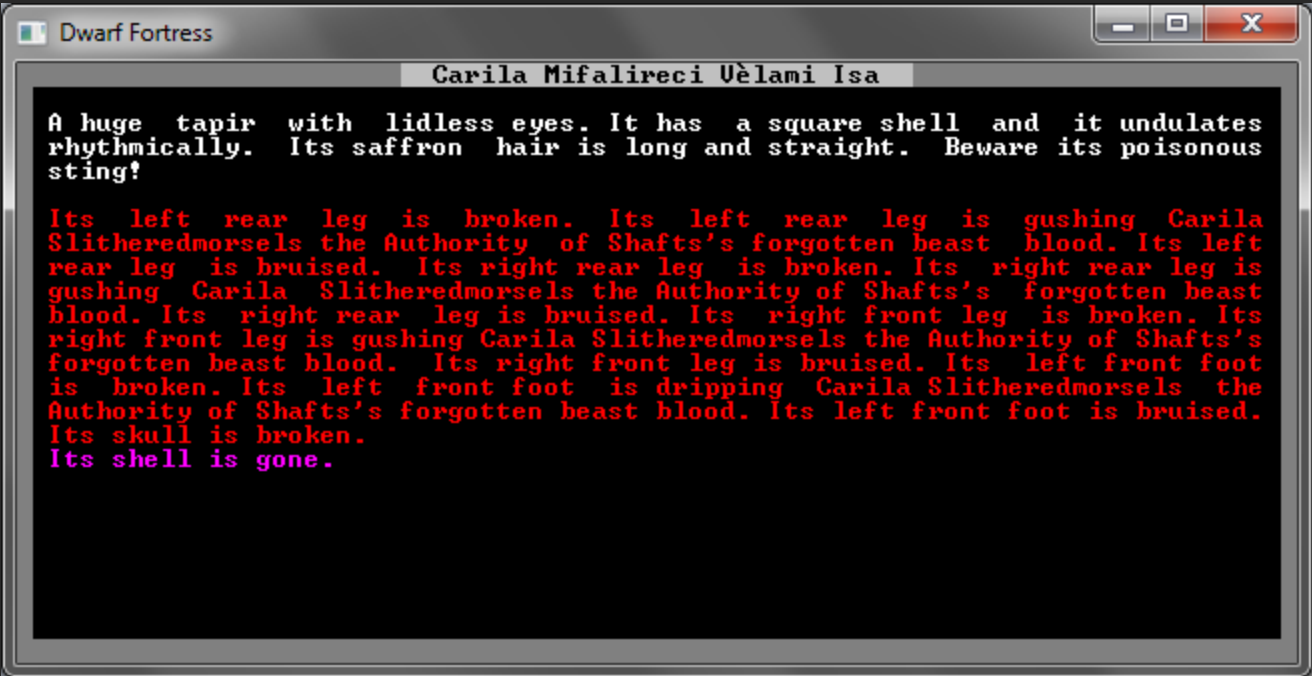
((Scout will get his chance, soon!))

From the Memoirs of Wilberforce Amber Ropenourished

The plan was put into effect today! And it was, if I may say, a dizzying, astonishing... what's the thing that's midway between failure and success? That thing.
The trap bridge was built, a slim span hovering over a deep chasm. Fortunately the underground tunnels have been generous with those, so there was little need for digging. The tapir didn't seem to be interested in attacking us, so a trio of goblin prisoners were released into the magma pumps (safely walled off, of course) in order to tempt him up.



Well, the goblins ran down the stairs, shrieking in whatever their language is, and the tapir came up after them, ready for glorious battle! The fight was brief: A goblin swung at the beast, the beast dodged, found itself standing on open space, and fell all the way back down to the level of the forges!



Not quite what we intended, and not enough to kill him, but a good attempt nonetheless. He's now lying crippled at the bottom of the

pump stack. I suppose we’ve got to get down there and slay the fellow. I’m sure Neo and the Scout will be willing to lead the charge.

Unfortunately, all is not well in the rest of Oceanbridge. Professor Featherlog went “berserk”, as they say, and tried to kill all who approached her. As she was still chained in prison, this was not a large number, but Derm deemed it safer to stop her, and he did it in his own, personal way.

The Soulchopper hacks The Animal Trainer in the head with his <<bismuth bronze battle axe>>, shattering the bone, tearing apart the skull and tearing apart the brain through the x<pig tail fiber hood>x!
An artery has been opened by the attack, a ligament has been torn and a tendon has been torn!
The Animal Trainer has been knocked unconscious!
>'Professor Featherlog', Animal Trainer has been struck down.

Unpleasant.

Still, one beast crippled, the other safely sequestered in the depths? I think we'll hold on for another year.

I think it's safely sequestered, at least.



.....

Next: It Isn't.

((You'll be dwarfed by the next update, Fishybang. Presuming anyone is still alive.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **February 10, 2012, 12:47:40 am**

I just read the noxious secretions part of the beast's description. So, now ~~dreading~~ looking forward to the next update.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Haika** on **February 10, 2012, 10:21:20 am**

ohgodohgodohgod.... My fears have been realized on contagious stuff... XD

Is Roy even still alive after all this?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **February 10, 2012, 10:48:33 am**

It's nice to see my plan worked - at least partially. What's up with that kangaroo? I may have missed something, but the last thing I can grasp from your posts is that it arrived, and didn't really do shit.

Btw, Carila is going to end up dead reeeaal quickly, bleeding like that. In my experience, it's very hard to kill forgotten beasts with decisive, deadly blows, but blood loss is still an issue for most of them, and it seems to me that these are mortal wounds. The militia may not be needed for the task.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **February 10, 2012, 10:39:28 pm**

The kangaroo is coming up the stairs, but I'm not sure if he can get in. Can a forgotten beast kangaroo hop up a waterfall? We may find out.

Soonish. I got family visiting, so, busy times. I want to bake the fanciest cake..

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **February 14, 2012, 05:08:40 pm**

Just a yes/no question: are you alive?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Masked_Hunter1825** on **February 14, 2012, 09:17:46 pm**

Throw things at the tapir.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **February 14, 2012, 09:49:24 pm**

[Quote from: Ishar on February 14, 2012, 05:08:40 pm](#)

Just a yes/no question: are you alive?

Yes!

[Quote from: Masked_Hunter1825 on February 14, 2012, 09:17:46 pm](#)

Throw things at the tapir.

I threw dwarfs.

Edit: I am still going to finish this.

Also edit! There's a new version out? Dang it!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **February 15, 2012, 06:36:41 pm**

From the Memoirs of Wilberforce Amber Ropenourished:

Disaster, dear readers, disaster! Compounded by catastrophe, and stewed together with a heady blend of serious problems.

I apologize. I realize that I make little sense here. I am writing in a rush, as uncertainty rules the hour right now.

Neo led a fine band of soldiers down into the depths, ready to do battle with whatever awaited them. Of course, what awaited them was a giant monstrous tapir and a demonic oozing kangaroo, and one can only be so ready for that sort of thing.

We thought that the tapir beast would be mortally wounded from its fall, and we didn't know that the kangaroo existed at the time. "Had we but known," etc.

Sadly, the tapir was quite ready for a fight, and I am told that it reared on its hind hoofs and smashed Neo's head in like duck's egg; however one smashes one of them. Two new recruits followed him.

'Neo', Recruit has been struck down.
Stâkud Abanâgesh, Macedwarf has been struck down.
Urvad Akrulrikkir, Recruit has been struck down.

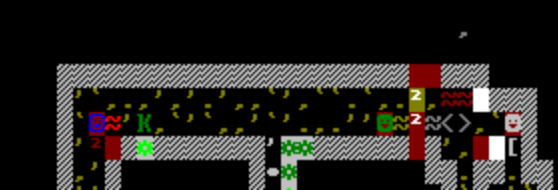
Had our miner and chief medical dwarf not been there, it might have gone very poorly indeed. As it was, she dealt blow that finally killed the beast.

The chief medical dwarf strikes The Forgotten Beast in the upper body with her <copper pick>, tearing the muscle and tearing the heart! A major artery in the heart has been opened by the attack!
→The <copper pick> has lodged firmly in the wound!

All well and good! The beast finally slain, cake and booze all around. Or blood and death, as the case might be.



But it was at that moment that Tuthu, the kangaroo monster showed up. He killed two recruits and a glazer before retiring to the old furnace room.



The survivors fled back up stairs, of course, where unhappiness and misery now reign. Ishar, Peregar and I have got a plan to trap him there which I hope will work. Can't afford many more deaths here. I'm not sure I can take it, myself.

.....

Next: Giants, Goblins, Wolves, and The End

((Well, this is it. Abort, Reclaim, or Fail?))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **February 15, 2012, 07:03:30 pm**

Remake in 0.34.01?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **February 15, 2012, 09:14:46 pm**

((That's one thing I'm considering! Not sure, though. Anyway: I wasn't kidding. Shit went down.))

The (Second) Fall of Oceanbridge

Recorded by Aban Brothertreaties

No, ok, I'm writing it down! I'm writing it right now! Listen, what else would I be doing with a pen and paper? What? No, I'm not going to do that!

Wait, maybe I shouldn't be writing down everything I think.

Well, Wilberforce and the rest failed. The kangaroo thing wasn't trapped. It hopped its way all the way up the pump stack into the fortress itself, in fact, and, in fact, it made it through the line of weapon traps without a scratch. (Surprising? No.) To the credit of everyone, really, we tried to fight it off.

by Forgotten Beast.
'G', Axedwarf has died from thirst.
'Alkhemia', Miner cancels Store Item in Stockpile: Interrupted by Forgotten Beast.
Rovod Keboncerol, Metalsmith has been struck down.
'Colonel Kurtz', Doctor cancels Store Item in Stockpile: Interrupted by Forgotten Beast.
Melbil Usirgeshud, Animal Caretaker cancels Store Item in Stockpile: Interrupted by Forgotten Beast.
'Colonel Kurtz', Doctor has been struck down.
Melbil Usirgeshud, Animal Caretaker cancels Store Item in Stockpile:

Most everyone died, eventually. Croaker, Roy, and all of them. Those of us who didn't die, hid.

Then the Jotunar came.



And they were followed by the goblins, led by their general.



And those things called beak wolves decided to show up, too. Just for fun.



We had no soldiers left. There was no one who could even pull the levers that triggered the gate, or Peregar’s collapsing wall trap, (Peregar died too, by the way) or anything. At least, not anyone sane enough. The cage traps stopped a few, I think, but considering there were several hundred...

You don't want to know what it looked like when the broke into the fortress proper.



Giants don't believe in pity. Ishar and her surviving child were crushed, (Ishar made no attempt to run.) Derm and the Scout made a stand. They died.

Wilberforce was one of the last to die. I tried to convince him to come with us, but he just looked at me, smiled faintly, and said, “A Ropenourished never runs.”



Is it odd, or appropriate that me, Remalle and Karakzon are some of the only ones left alive? We made it down into one of the newer tombs after the goblins broke the doors holding the waterfall back. I hope the flood killed them all, but that’s probably too much to ask. I told them that I was myself (they weren’t surprised) and I explained what I’d been told. About how the god Rakust had been trapped by some ancient ritual, and how the creation of the bridge was meant to free him, and make the whole cycles of life and death work again. I don’t know if they believed me.

It’s not important, anyway. The door is closed and locked, but I’m sure that it won’t last. This is it. Oceanbridge has fallen. It’ll make an impressive ruin, at least! It’s a pity none of us will be alive to see it.

You said we were cursed, Tholtig, and you were right, I guess.

Anyway, this is the last record of Aban Brothertreaties, book keeper and founder of Oceanbridge. If you find it, remember: We did the best we could.

Ha! That's a lie. We never had any clue what we were doing. And now it's done.

Conquered

Your strength has been broken.

.....

((So, if it wasn't clear: Kangaroo beast escapes, goes on rampage. Shortly after, three sieges arrive within one day of each other. It was too much to take. Each one separately, maybe, but not the combination. I'm open to ideas on where to go from here, if anywhere!))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Dermonster** on **February 15, 2012, 09:23:07 pm**

Did I at least take a lot of the bastards down with me?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Alkhemia** on **February 15, 2012, 09:27:36 pm**

Another good run, no fortress can last forever specially with Fortress Defense so what your next plan?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **February 16, 2012, 01:27:55 am**

In honor of the fallen we salute!
It was great story indeed.
Now do that in new haunted biome pretending that it's consequences of Oceanbridge fail. (this however may require several attempts to get an undead evil biome by the ocean, preferably with working adventure mode.)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Haika** on **February 16, 2012, 05:21:27 am**

Woot, FUN in all it's connotational glory. If that's even a word.

Anyway, yeah I'd love to see you start writing a new fort in the same world as Oceanbridge. Or at least as far as the writing goes the same world. Might be a good point to update and gen up a new world and go from there. Maybe some descendants of those who escaped either from Oceanbridge or the mountainhome earlier. With the right spin anything can make for good story fuel.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **February 16, 2012, 05:54:59 am**

I'm for new fort at 0.34. Zombies instead of Fortess Defence's alives... Not sure if this mod has been ported to 0.34, new terrifying biome is hardcore anyway.

Maybe using the same seed as for this world?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Siverix** on **February 16, 2012, 11:22:58 am**

well whatever you do I want to be redorfed as Goldhammer with the custom tittle Minister of Kilnworks and Witchhunting.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **February 16, 2012, 12:57:37 pm**

I'm thinking new version, same world (story wise), which seems to be the general consensus? Off to try to generate the appropriate world. This may take some time... Specifically, finding a world with two continents close enough to be connected by a bridge, with evil biomes, ideally one both sides? Hm.

Ideas, ideas.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **February 16, 2012, 01:21:01 pm**

This might be a bit selfish, but try Masterwork DF (<http://www.bay12forums.com/smf/index.php?topic=98196.0>). Highly customizable, comes with pre-genned worlds, added content, much better FPS, things like that. The only drawback is that the tileset swapping doesn't work as of right now, so you'd have to deal with Phoebus, no ASCII option at the moment.
Still, you could turn on/off things like aquifers, individual races, set the population cap, etc etc. I think it's worth a look.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **February 16, 2012, 02:27:35 pm**

Perfect world (<http://www.bay12forums.com/smf/index.php?topic=57428.0>) seems to have been updated for this version.
Also, why both evil biomes? It could be more symbolic to have starting side in the evil biome, ocean to be untamed wilds (so dwarves won't run away seeing a zombie fish several levels below), and the destination to be calm or serene. (Bonus: build not a bridge but a sea passage using moses effect) Just a thought here, do as you like of course.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Rhaken** on **February 16, 2012, 03:14:34 pm**

Just so you know, I have been keeping up with the thread. Bloody hell, it's awesome. Just sporadically due to real life stuff. And I vote we use the same seed to gen the world. Even had me a neat idea, if varnish wants it.

In any case, I guess it's time for another journal entry. Will it be the last? Probably not.

From the **Second Book of Croaker**

I guess it is my time.

I suppose I could have prevented this. I have seen the creatures of the depths before. Though no two are alike in appearance, they all share common traits other than being timeless abominations. Like all of them being immune to mundane traps.

But I said nothing. I was not involved enough. I thought Oceanbridge would be a place away from my old life. Who knows, I might have found me a frisky lass to occupy my mind (and various parts of my anatomy). But once a soldier, always a soldier, I guess.

This is my final entry. I have heard the cries coming from below. Soon that kangaroo-thing will be here, and that will be it. But I have taken precautions. Though I may not survive, the First Book, along with what little there is of the Second, will. The originals lie buried beneath my quarters, safe until Time claims them. I had made a copy of my writings and stashed it in a chest. As soon as I'm done here, I'm chucking that chest in the ocean. If there's even a tiny chance that our history will live on, I'm willing to take it.

I can hear the others out in the halls. The beast has come. I don't have much time. I never actually thought I'd get to write my own epitaph.

So ends the journey of Croaker, medic and last survivor of Punchdoors, later medic of Oceanbridge. Rakust take me. Break out the keg, lads, I am coming home.

I am putting the pen down.

Sequel hook, anyone?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **February 16, 2012, 08:52:34 pm**

Ok, this is going to take longer than I expected. Checking out several mods, though the fact that I would have to use the tileset makes the Masterwork one less appealing. Tilesets confuse the heck out of me. I do like all the options, though.

In the meantime, if you want to be redwarfed, let me know. And Rhaken, i'm open to any sort of suggestion right now.

I hope to get the restart going soon.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **neo1096** on **February 17, 2012, 01:25:24 am**

Requesting eternal redwarfing. You know the drill, I can't move on until the job is done.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Haika** on **February 17, 2012, 01:33:19 am**

Sure, I'll take another dwarf when things get working again. Maybe put in a Haika for a farmer/cook.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **armeggedonCounselor** on **February 17, 2012, 02:30:43 am**

I'll be glad to be dorfed/redorfed in the next iteration of Oceanbridge.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **bayar** on **February 17, 2012, 07:03:51 am**

Would love to be dorfed again. Female dwarf named Bayar, sister of the two brothers that died in Oceanbridge. Yeah, their father was not all that creative when coming up with names.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Dermonster** on **February 17, 2012, 07:45:27 am**

Sure. Military like last time.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **peregarrett** on **February 17, 2012, 08:11:46 am**

Sure thing I want a dorf! Gar, male mechanic, as usual. Make auto-atomsmashing every zombie that escapes refuze stockpile, water - or magma-cleaning battelfield device, and such.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **February 17, 2012, 08:25:12 am**

Oceanbridge is not the same without a hidiously crippled Ishar, so give me another melee dwarf. Male if possible.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Rhaken** on **February 17, 2012, 12:26:55 pm**

I was going to suggest regenning the world with the same seed, much like what happened with Hellcannon - it basically simulated a few centuries of erosion and created every civ from scratch, sort of like a cataclysmic, history-wiping event. The new Oceanbridge could be an outpost of a different civilization (maybe even in the same spot) who end up digging up all sorts of junk from the old days and finding out about the Old Gods such as Rakust. It could be an amazing journey of mythology, warfare, and architectural foolishness!

Either way, requesting a redorfing of Croaker the medic and historian. :D

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Mjattie** on **February 17, 2012, 12:44:19 pm**

I'll be redorf'd as Mr. Anderson, make him start an arena sometime in too.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **February 17, 2012, 01:15:34 pm**

At risk of sounding foolish, how do you generate a world with the same seed? I've tried copying down the one I found in the text file "region1-world_gen_param", but it just keeps creating and rejecting completely flat green worlds. I know I'm doing something wrong, but what?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Alkhemia** on **February 17, 2012, 02:26:06 pm**

I'd like a redorf please, good luck with a evil area

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **February 18, 2012, 02:51:55 am**

Quote from: varnish on February 17, 2012, 01:15:34 pm

At risk of sounding foolish, how do you generate a world with the same seed? I've tried copying down the one I found in the text file "region1-world_gen_param", but it just keeps creating and rejecting completely flat green worlds. I know I'm doing something wrong, but what?

Um, is new world same sized? Random world from .34 gave me some alphanumeric seed number but numbers from old version seemed to work.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **February 18, 2012, 11:05:05 am**

Same size, and I tried to make the parameters as close as possible. I've checked and double checked to make sure it's the right seed, and it is. No luck.

I'm genning new worlds in the new version, but I haven't found one that works yet. I'm getting some close results, though, so I think my settings are about right! Hopefully soon...

Edit: Ok, down to two choices! One is terrifying on one end, normal on the other, but only has access to three civs: Dwarfs, Jotunar, and Great Fiend Spiders.

Number two has access to all fortress defense civs (got them working in the new version), but is only haunted on one end, neutral savage on the other. Nice looking embark location, though, with plenty of ocean.

I'll make a decision by tonight (four or five hours from now).

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Ishar** on **February 18, 2012, 05:09:33 pm**

The second one sounds much more FUN.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **3man75** on **February 18, 2012, 08:57:28 pm**

i wound't try it yet zombies are bugged and when we try to build that bridge were going to get interrupted
i would keep genning some worlds.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Di** on **February 19, 2012, 09:38:11 am**

Quote from: 3man75 on February 18, 2012, 08:57:28 pm

i wound't try it yet zombies are bugged and when we try to build that bridge were going to get interrupted
i would keep genning some worlds.

Only evil embarks are on purpose, not because he couldn't find anything else.

I'd vote for haunted. It's not *only*, in a fact, haunted one is even more potent with fun since it can't turn out to be filled with wimpy trolls or harpies.
Request another dorf: Di-IV preferably miner, so I'm not the first (or not the only one) to get ripped apart by zombies.

By the way, make sure you use 34.02 since compatibility was broken again and Toady said all previous fortress are going to die to bug.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **3man75** on **February 19, 2012, 09:58:46 am**

Quote from: Di on February 19, 2012, 09:38:11 am

Quote from: 3man75 on February 18, 2012, 08:57:28 pm

i wound't try it yet zombies are bugged and when we try to build that bridge were going to get interrupted
i would keep genning some worlds.

Only evil embarks are on purpose, not because he couldn't find anything else.

I'd vote for haunted. It's not *only*, in a fact, haunted one is even more potent with fun since it can't turn out to be filled with wimpy trolls or harpies.
Request another dorf: Di-IV preferably miner, so I'm not the first (or not the only one) to get ripped apart by zombies.

By the way, make sure you use 34.02 since compatibility was broken again and Toady said all previous fortress are going to die to bug.

That case alright but make me 3man75-legendary weapon smith

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Rushmik** on **February 19, 2012, 10:07:26 am**

Requesting a dwarfing as Rushmik the overzealous mechanic, who's passion is seeing goblins, giants and farm animals brutally dismembered by his traps.

Just finished reading through the entire story, keep up the great writing varnish! If I may suggest a sequel, perhaps the dwarves are cast into the plane of the dead (an evil biome) and by building the bridge they will free Rakust / build a bridge back to the plane of the living / somesuch.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Remalle** on **February 20, 2012, 03:50:31 am**

Translation of a note discovered in the ruins of the ancient dwarf fortress, Oceanbridge. The note appears to have been written on a rope reed rag with chalk.

this is Remalle the dwarf. There will be now more logs everyone is dead. me and the others will be to soon.. We can hear them moving around outside. the others say we're doomed but still i have hope. because I have already survived the death of this ~~sh~~the fort once before. I have no time were found. with hammers they bash the door. our only chance is 2 dig

The note was retrieved from the decayed corpse of a goblin crushed under the rubble of a collapsed tunnel. It is unknown whether the final dwarves of Oceanbridge completed the tunnel and escaped or were killed in the cave-in.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **varnish** on **February 20, 2012, 01:32:29 pm**

((Ok, let's do this thing.))

Excerpt from "The Decline and Fall of the Dwarf People", by E. Taksmo

In the first century of our era, the Dwarven Mountainhomes comprehended the fairest part of the world, and the richest portion of the land. The people of that land were wealthy and happy, and the borders were secured against outside threat by a trained and well equipped soldiery.

And yet, nearly one century after reaching that height, the great Mountain Halls lay ruined, the once happy people slaughtered and scattered, and the machines that inspired wonder in the eyes of any who saw them were broken beyond repair. The very earth surrounding their realm broke and shifted, the consequences of which are not worth repeating, as my readers no doubt live with them daily.

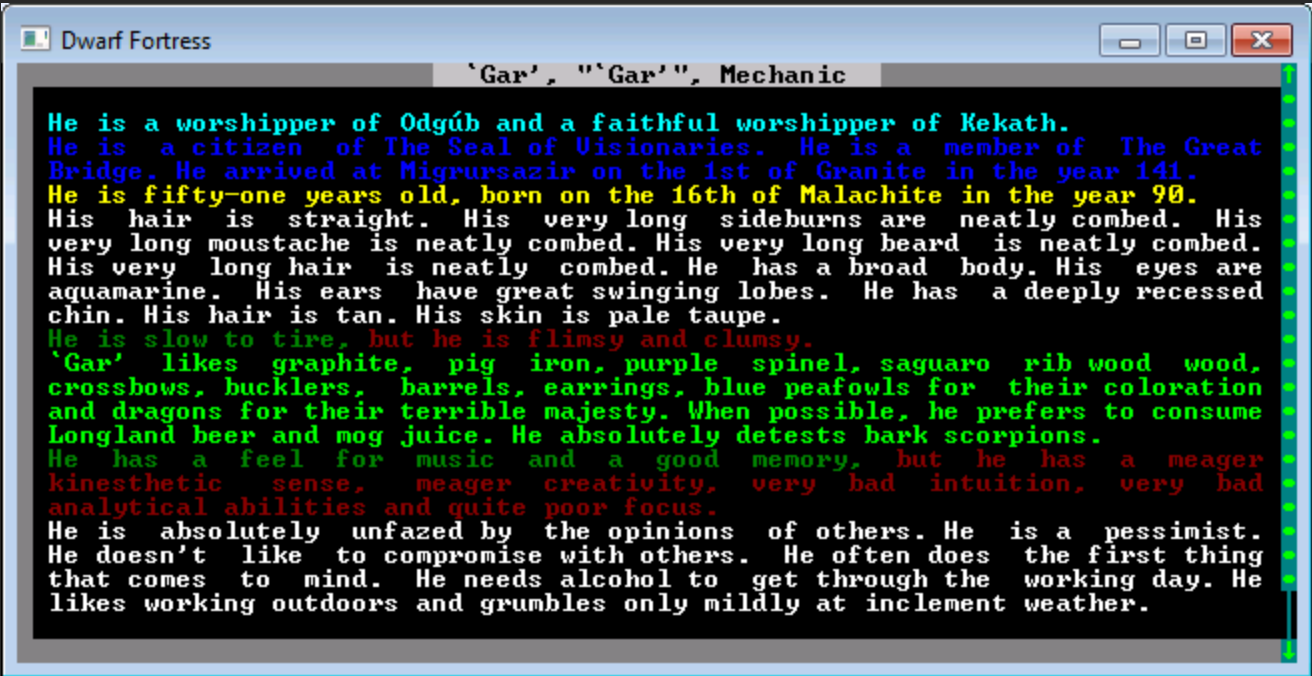
This work shall examine the reasons for that decline and eventual, literal fall, an event of enormous consequence whose aftershocks are still being felt by all the peoples of this world. The particular role played in the grand play of history by one very large bridge shall, of course, receive special note. It could hardly be otherwise...

.....

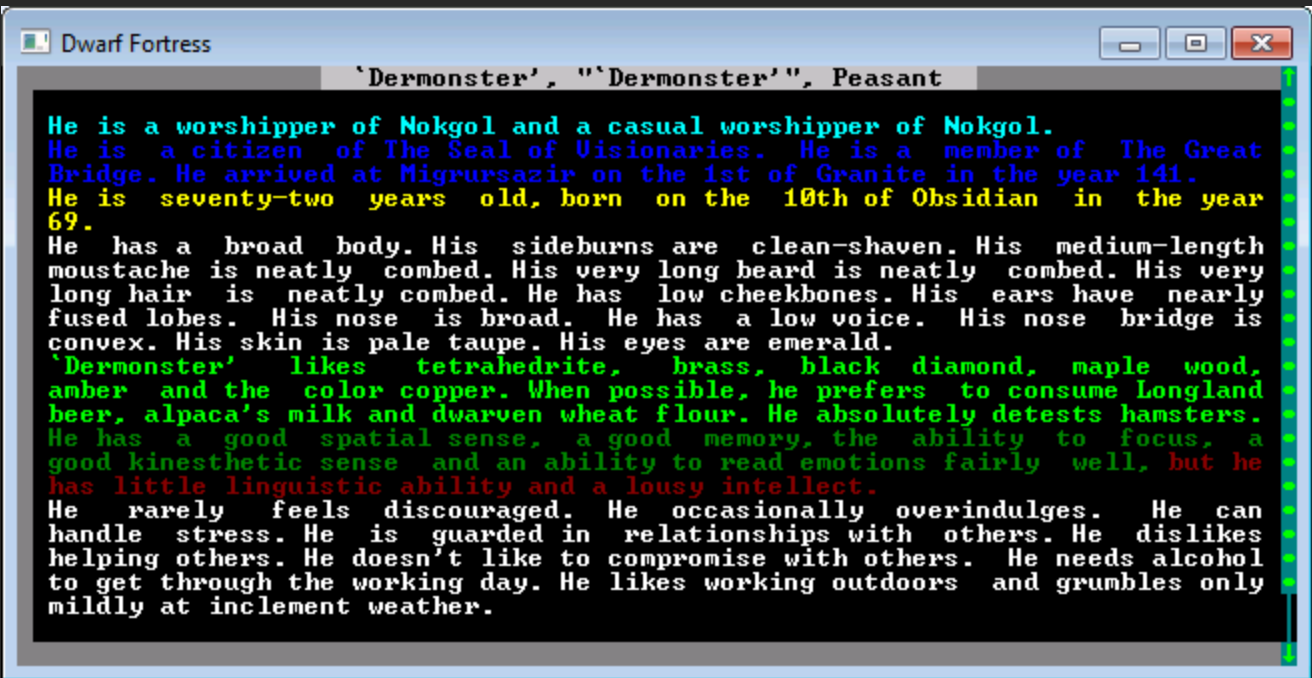
From the Journals of Asmel Machinepartnered:

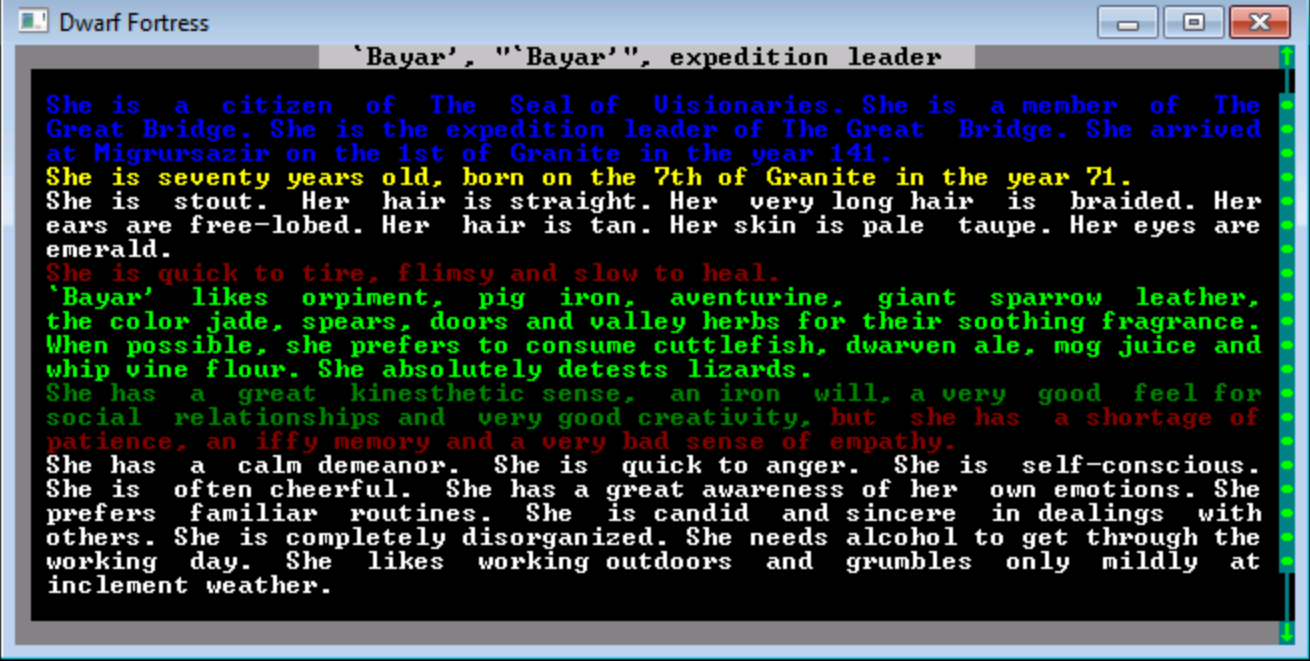
Ash storms again. I am sick to death of ash storms!

There are seven left of us in the wagon, and one wagon. The other wagons? Lost in ash storms, or torn to bits by monsters in the night. Gar kept us safe, though. He's guiding the wagon.



We stopped as the ash stopped falling. Bayar and Dermonster left the wagon first.





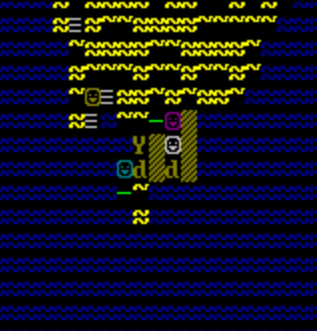
They prefer to! They have weapons. But they didn't need them. When I looked out of the wagon, I saw that we'd reached the ocean. Not a living or dead thing in sight. Just sand and water. Dead trees too, but those are common thing.

It's the first of granite. The others agree that this is probably the place!

You have arrived. After a journey from the Mountainhomes into the forbidding wilderness beyond, your harsh trek has finally ended. Your party of seven is to make an outpost for the glory of all of Urvad Uanel. There are almost no supplies left, but with stout labor comes sustenance. Whether by bolt, plow or hook, provide for your dwarves. You are expecting a supply caravan just before winter entombs you, but it is Spring now. Enough time to delve secure lodgings, ere the dingoes get hungry. A new chapter of dwarven history begins here at this place, Migrursazir, "Oceanbridge". Strike the earth!

The world got "twisted up" in the disaster, they say but they really think this might be it.

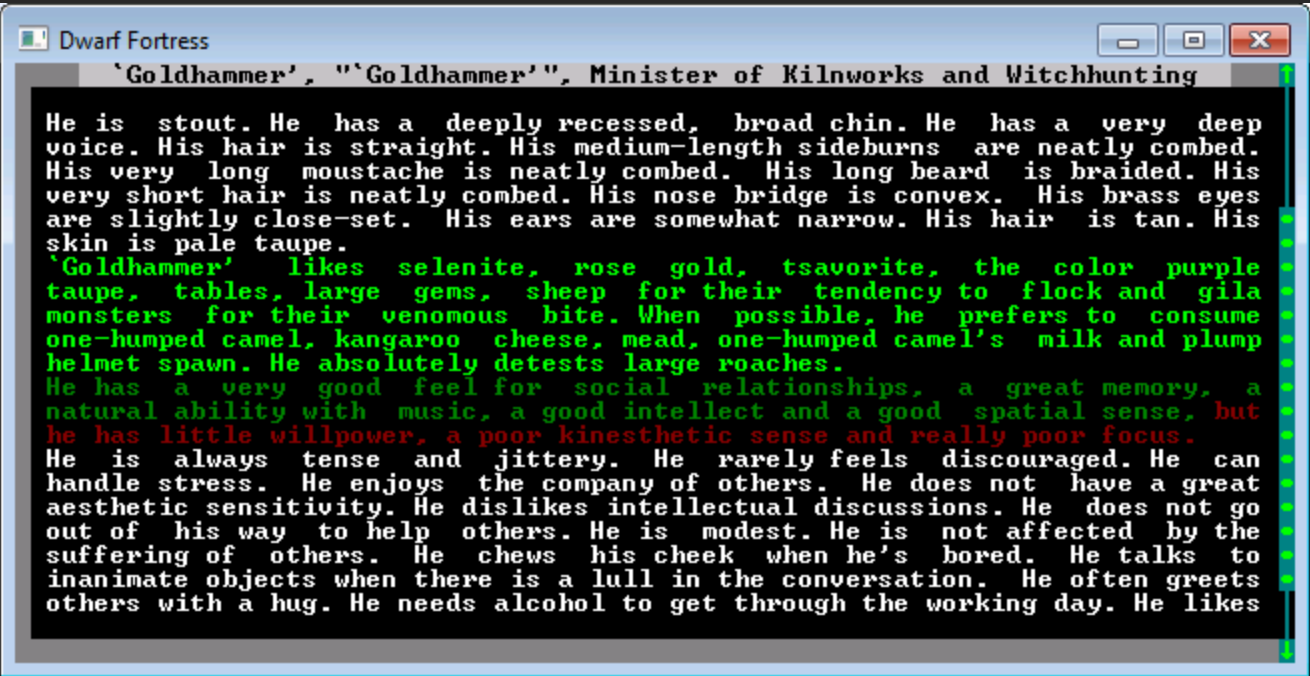
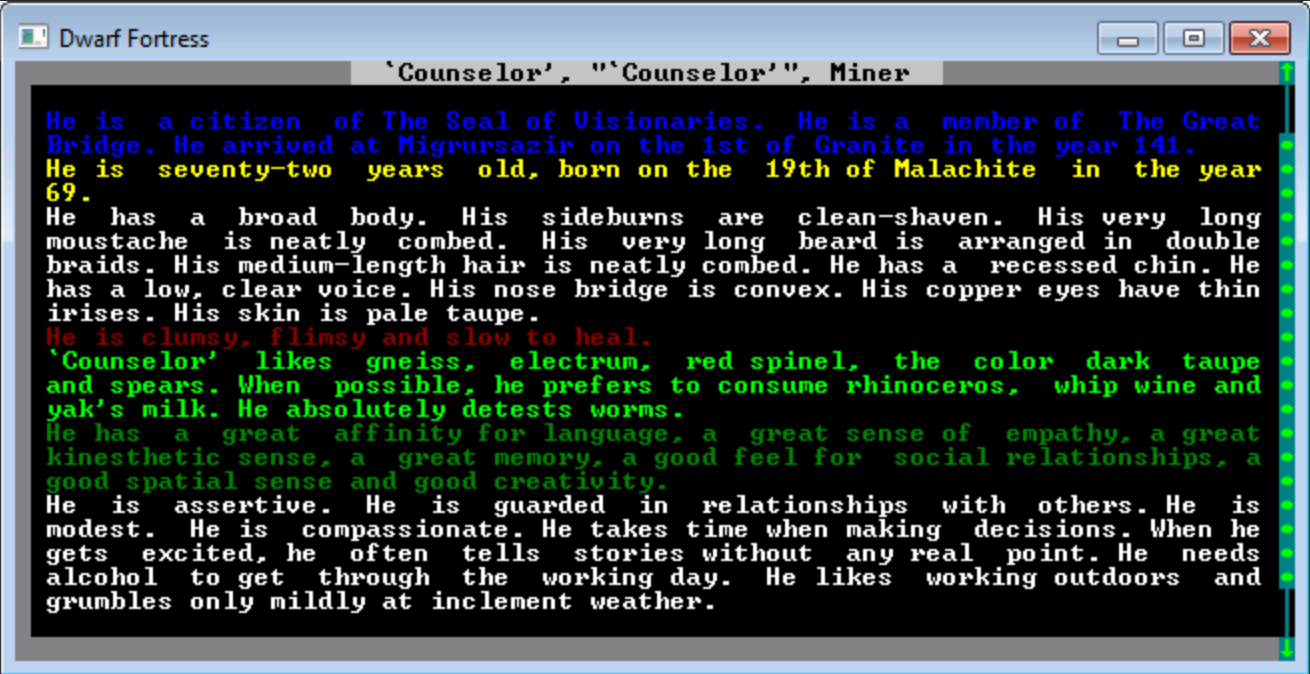
Haika and Counselor and Goldhammer are out of the wagon, too. Counselor has got his pick out. It looks like we're stopping here.



It's time to find out what sort of place Oceanbridge is. New Oceanbridge, I guess.

.....

Other Dwarfs:





((A short reintroduction, but I've got the stomach flu. Bah. Also, you may notice that the years are... off. I'm putting it down to a different dating system, and not the fact that I got impatient with the world gen times.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **3man75** on **February 20, 2012, 01:50:52 pm**

Quote from: varnish on February 20, 2012, 01:32:29 pm

((Ok, let's do this thing.))

Excerpt from "The Decline and Fall of the Dwarf People", by E. Taksmo

In the first century of our era, the Dwarven Mountainhomes comprehended the fairest part of the world, and the richest portion of the land. The people of that land were wealthy and happy, and the borders were secured against outside threat by a trained and well equipped soldiery.

And yet, nearly one century after reaching that height, the great Mountain Halls lay ruined, the once happy people slaughtered and scattered, and the machines that inspired wonder in the eyes of any who saw them were broken beyond repair. The very earth surrounding their realm broke and shifted, the consequences of which are not worth repeating, as my readers no doubt live with them daily.

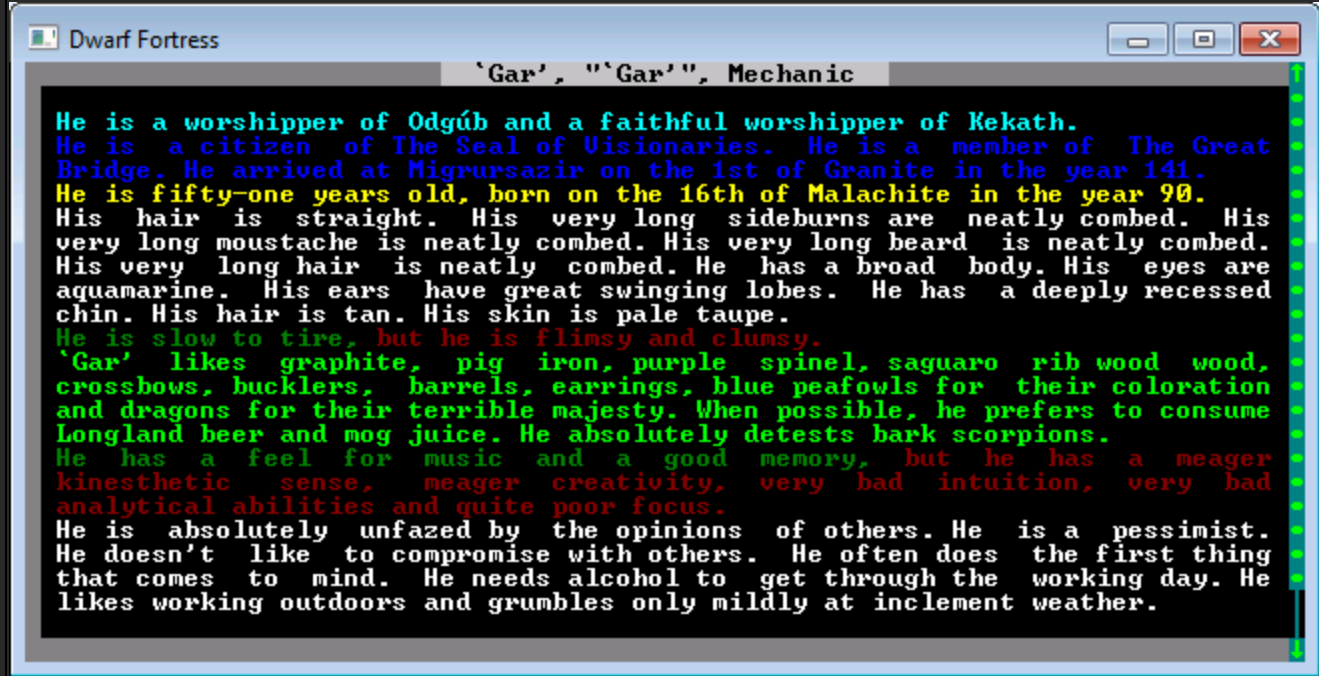
This work shall examine the reasons for that decline and eventual, literal fall, an event of enormous consequence whose aftershocks are still being felt by all the peoples of this world. The particular role played in the grand play of history by one very large bridge shall, of course, receive special note. It could hardly be otherwise...

.....

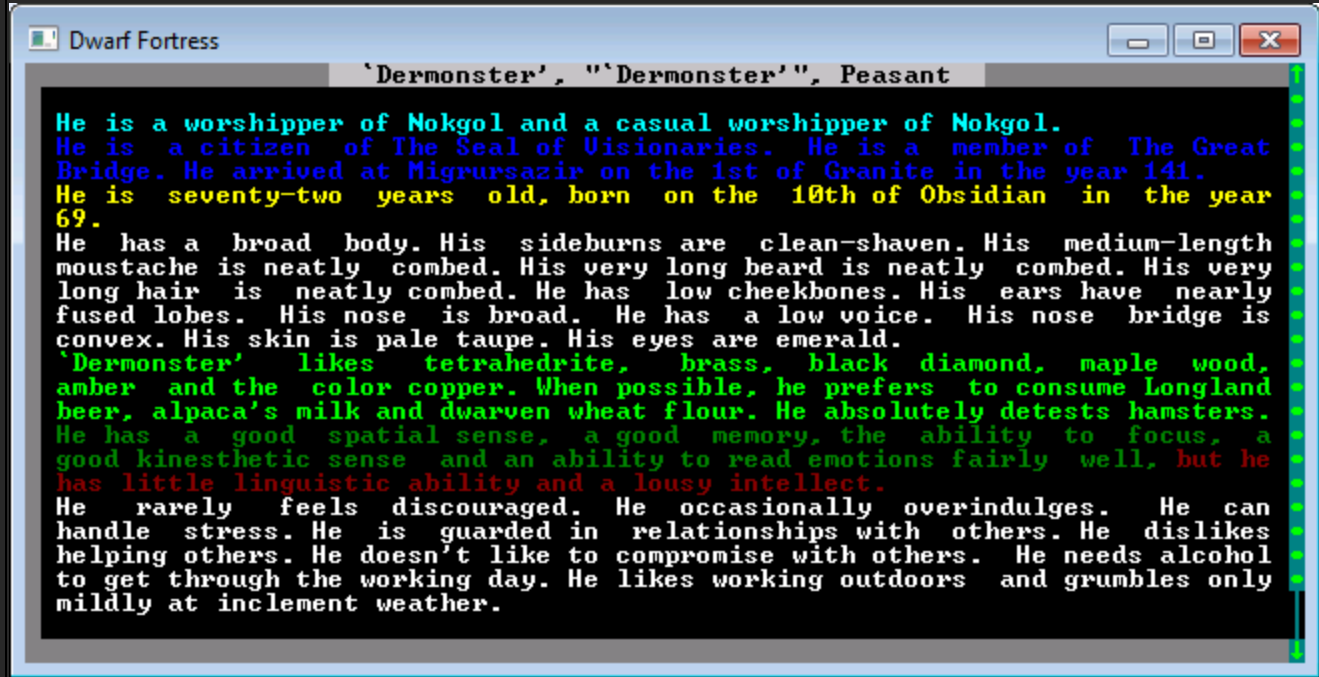
From the Journals of Asmel Machinepartnered:

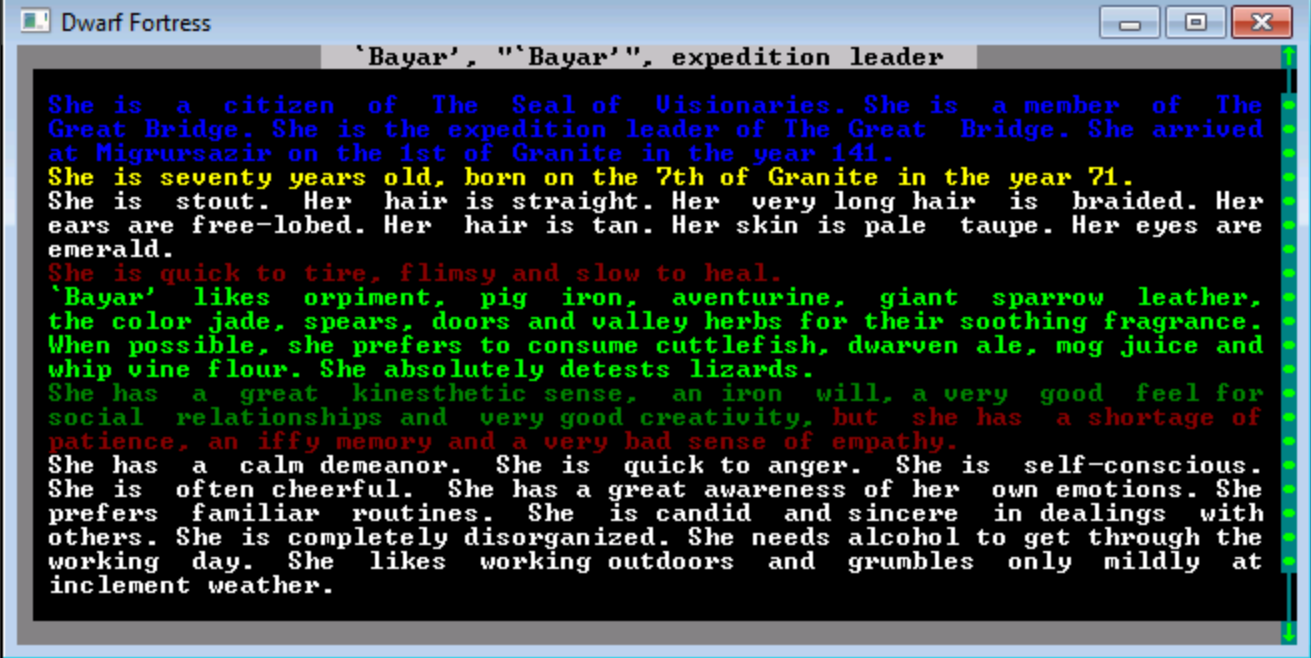
Ash storms again. I am sick to death of ash storms!

There are seven left of us in the wagon, and one wagon. The other wagons? Lost in ash storms, or torn to bits by monsters in the night. Gar kept us safe, though. He's guiding the wagon.



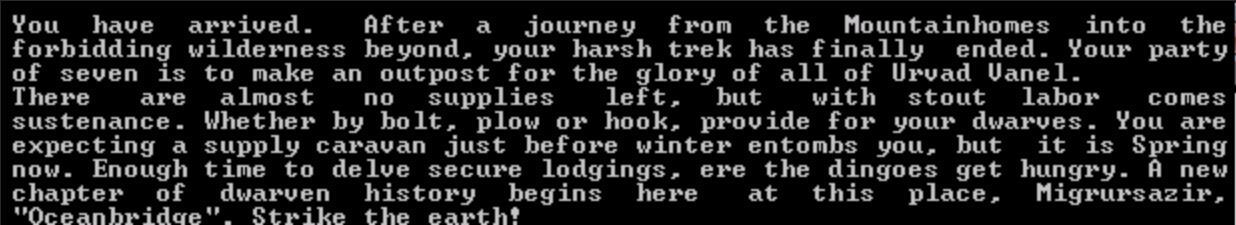
We stopped as the ash stopped falling. Bayar and Dermonster left the wagon first.





They prefer to! They have weapons. But they didn't need them. When I looked out of the wagon, I saw that we'd reached the ocean. Not a living or dead thing in sight. Just sand and water. Dead trees too, but those are common thing.

It's the first of granite. The others agree that this is probably the place!



The world got "twisted up" in the disaster, they say but they really think this might be it.

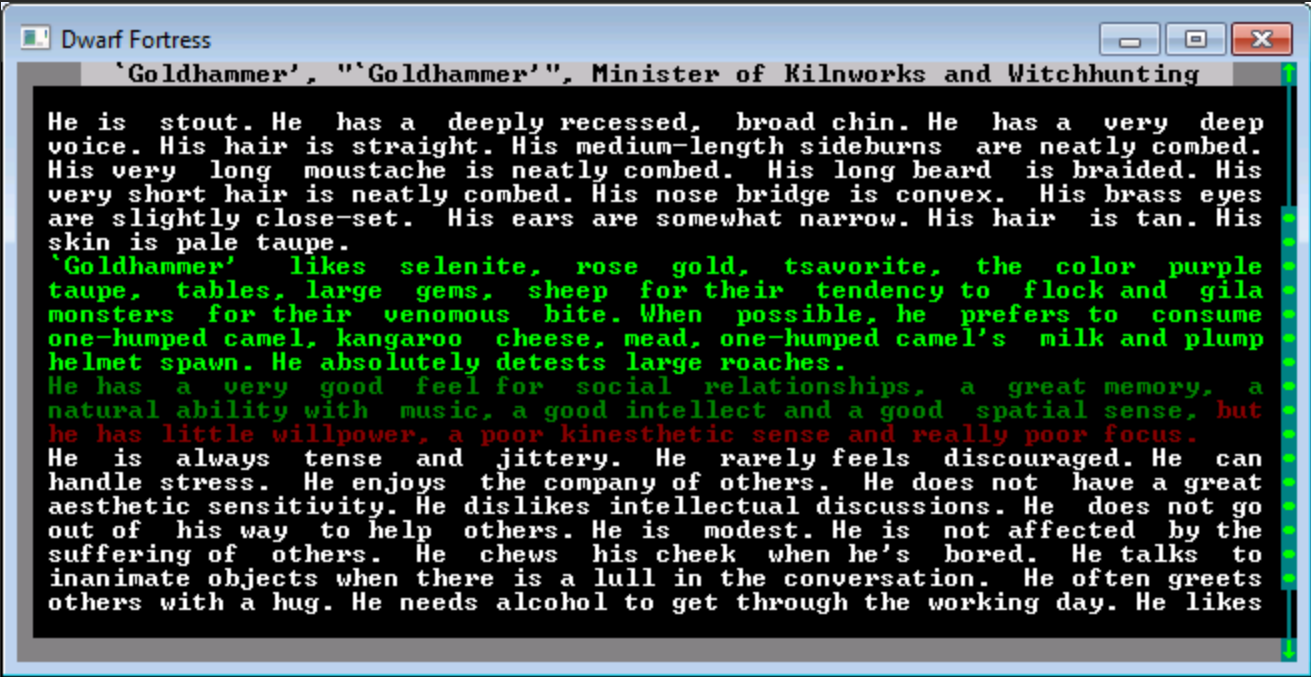
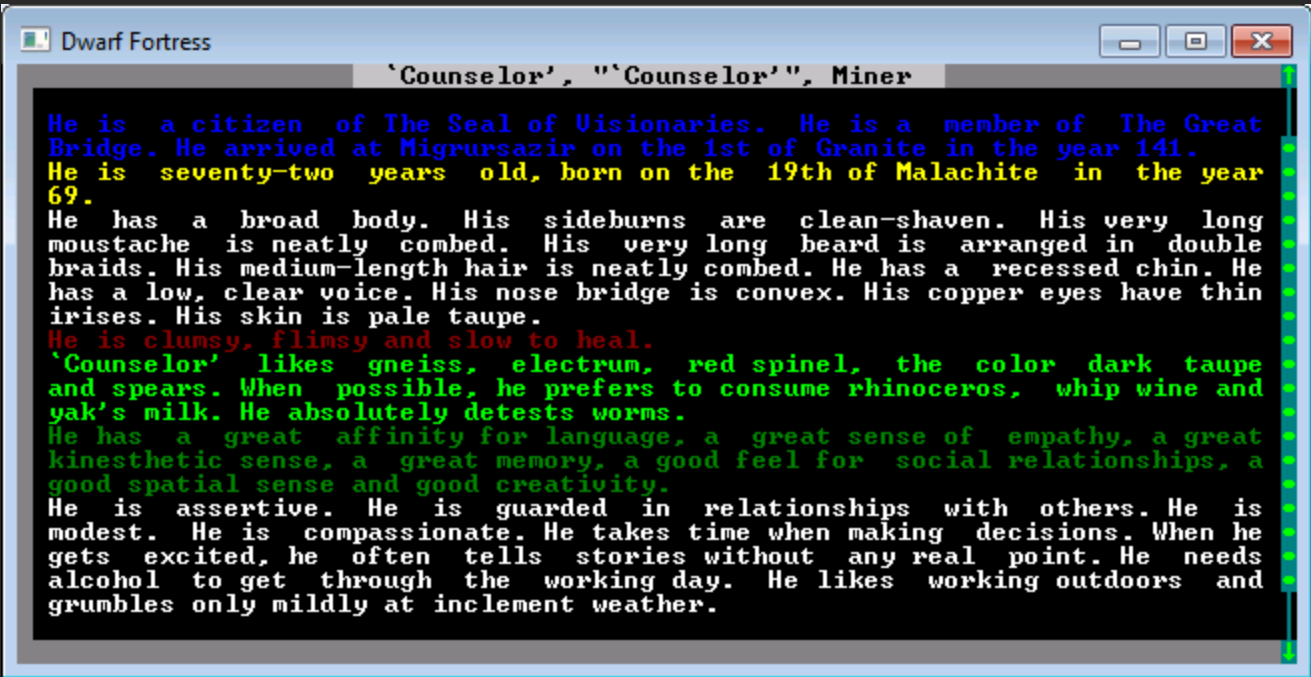
Haika and Counselor and Goldhammer are out of the wagon, too. Counselor has got his pick out. It looks like we're stopping here.

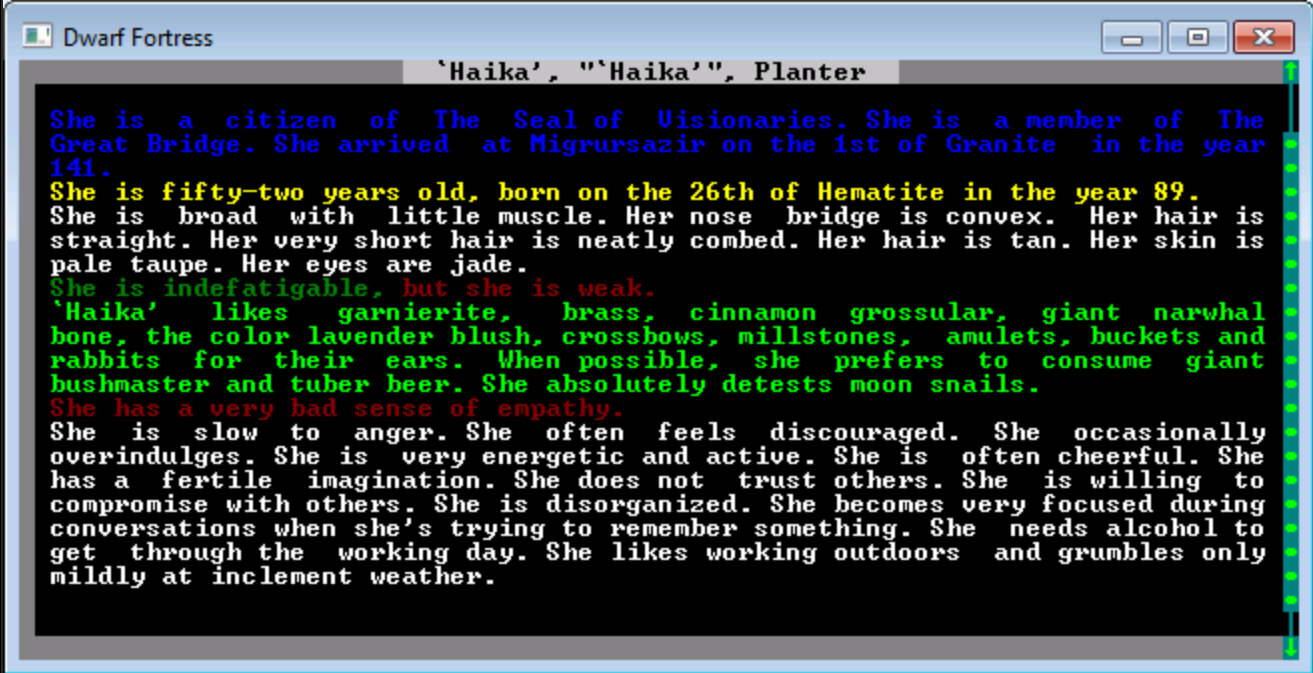


It's time to find out what sort of place Oceanbridge is. New Oceanbridge, I guess.

.....

Other Dwarfs:





((A short reintroduction, but I've got the stomach flu. Bah. Also, you may notice that the years are... off. I'm putting it down to a different dating system, and not the fact that I got impatient with the world gen times.))

dork me but DON'T put me on list

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **neo1096** on **February 20, 2012, 02:50:14 pm**

Put me in with the first migrants I guess k?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Remalle** on **February 20, 2012, 06:14:11 pm**

So, any chance I could be redwarfed, having survived the fall of Oceanbridge again?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **kingfisher1112** on **February 20, 2012, 07:55:58 pm**

Could I be redorfed, having been cursed to be immortal, but still have the pain of death.

Or a vampire Axedorf.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **armeggedonCounselor** on **February 20, 2012, 09:31:21 pm**

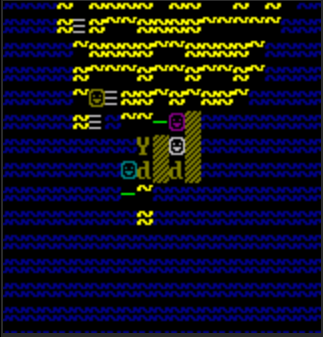
I think this is the first time I've been dorfed as a male....

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Llamainaspitfire** on **February 20, 2012, 09:55:12 pm**

May i be dorfed as a Swordsdwarf of Any Gender, By the name of Jordal, With a General personality of "Get er' done"

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **peregarrett** on **February 21, 2012, 04:18:22 am**

Quote from: [varnish](#) on February 20, 2012, 01:32:29 pm



It's time to find out what sort of place Oceanbridge is. New Oceanbridge, I guess.

Yes, exactly.
What side are we on? Where do we build a bridge - from evil to good or vice versa?
Embark local map with biomes would be good, screenshots of landscape is ok too.
What resources/ores do we have?

Anyway, if we're at evil side - dig a shelter! now! Or we all gonna die to evil mist or rain!
And please make me some musical instruments.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Rushmik** on **February 21, 2012, 11:10:34 am**

Ah if you already have a mechanic I'll happily be Rushmik the hammer-and-shield-wielder. :)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Siverix** on **February 21, 2012, 11:50:40 am**

My dorf seems to have no useful talents. What fits excellently with his ridiculous title :).

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **JacenHanLovesLegos** on **February 21, 2012, 05:27:42 pm**

Dorf me as a male soapmaker named Jacen.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **aussieevil** on **February 21, 2012, 06:46:53 pm**

Redorf me as the mad engraver again.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **February 21, 2012, 09:01:36 pm**

((Dwarfs for everyone! Will come.))

From the Journals of Asmel Machinepartnered:

Granite 1st:

Counselor struck the earth today! Nearly drowned afterwards when an ocean wave followed him down. He struck the earth elsewhere instead.

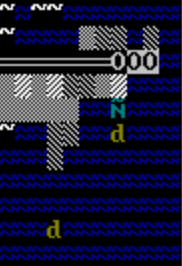
And it turns out that we aren't alone. I took a walk on the edge of the beach, and saw these.

Ogress Corpse	Undead
Ogress Corpse	Undead
Ogre Corpse	Undead
Crab	Wild Animal
Tiercel Peregrine Corpse	Undead

Time to get a wall up, fast.

Granite 10th:

Walls don't keep out the living dead when they have wings! Zombie falcons.



Who knew? Our dogs were able to shake the thing apart. It's not moving now.



Bayar wants us all to meet in the new quarters. We need to discuss our plan, she says. Seems reasonable.

.....

The First Meeting of the New Oceanbridge:

The "meeting hall" was a damp hole. Water dripped from the ceiling as the ocean waves crashed overhead.

"It's the best I could do in ten days! If I've got a team with me, like back in the old Mountains, let me tell you, I could make you the finest hall. There was one time that we-"

"It's fine, Counselor." Bayar had, by virtue of surviving, become the leader of the expedition. It did not seem that she was comfortable with the promotion. "What about the rest of you? What do we need to get done here?"

"We need to draw magma up from the very depths of the earth, as the founders of Oceanbridge were said to have tried and failed to do. We must succeed where they failed, and drown Rakust's legions in a tidal wave of the earth's very blood!" Goldhammer realized the others were staring. "What?"

"Magma pump might be possible," Gar said, "But we got to know a bit about this place. Do we have stone? Metal? Wood? Got to kill your cat before you butcher it, son."

Counselor nodded. "We have stone! I've dug up some cinnabar, and some basalt. Good, volcanic rocks, they are."

"Isn't cinnabar poisonous?" This time the others turned to look at Asmel, who was standing near the stairway, holding a note tablet. "I read that, once."

"I think," Bayar said, "That cinnabar is the last thing we need to worry about around here. Anything else?"

"A source 'a water that isn't salty as all hell might be good. You never know when you might need fresh water..."

The discussion went on for several hours, interrupted only by an attack by two undead half-bird things, which Dermonster called "a nuisance".

The Kills of 'Dermonster'
Two Kills
Two zombie harpies in Oceanbridge

The Plan, as agreed upon was as follows. (Noted down by Asmel, who had the only pen)

1. Counselor digs deeper.
2. Stone! And hopefully metal will be found.
3. Look for signs of Old Oceanbridge
4. Farms and so on.
5. Rebuild the bridge!
6. Is anyone else going to read this? Just me?
7. Hello, self.

.....

Next: Why Rebuild the Bridge Anyway? And Migrants!

((I admit that the restart is giving me trouble, writing wise. Trying to work out how to get things rolling, explain things, etc. I have a plan! It's just muddled at the moment))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Rhaken** on **February 21, 2012, 11:34:30 pm**

Hope you don't mind if I contribute, varnish. Writing Croaker is fun! And not always in a DF sense.

Silent is the cacophony that serenely rages in the place outside of Life. Left and right have the same meaning Here, and that is exactly the same as green or red or sweet or sour or hot or cold. Around Here, they are all Nothing. Yet Nothing is Everything, and Everything is Nothing in turn. There is but one certainty Here.

Here is the place where only Time has fixed meaning.

It feels as though an age has gone by. The landscape has shifted. Generations have lived and died. Cities once great have been claimed by abandon. Villages once small have grown into mighty empires, and later fallen. Even Gods have stepped down and let others take their place in the minds and lives of mortals.

But not I. I remain here. Time has not yet claimed me.

Why do I remain?

I know I was Mortal once. But Time was yet young then, and while it may not have claimed me, it has eroded my memory as surely as it has the mountains. When Memory went, so did Knowledge and Purpose. I am but the shell of a long-dead clam, twisting and turning on the currents beneath the waves until they see fit to drop me.

My Knowledge may have been lost, but other Knowledge has been gained. I have found how to attach myself to a mortal. I do not invade. I do not make myself apparent. I merely Guide. I have become the tingling on the back of the neck that tells you to hurry home at night. I am the shocking, unlikely coincidence that may turn the tide of History. I am the wind that holds back the forest fire, the breeze that guides the arrow away from the soldier's heart. I am the unlikely recovery from deathly illness.

I always find myself choosing healers of the flesh to Guide. While holding their hands, I sense others like myself. Forlorn and ancient, all of us, with nowhere to go and nothing to claim as our own; only the vague, nagging feeling that we should have moved on, but cannot. Very few of us Remember, and those few often make no sense. They speak of a locked Gate with a lost Key held by an imprisoned Keeper, at the very end of a long-sunken Bridge in a land swallowed by Time.

This one is preparing to travel. He is saying his goodbyes to home and friends. He is going to another land, distant, across waters and borders. He and his group believe they are moving into the site of an ancient stronghold of his people, another city Time has claimed and buried beneath its sands. He wishes to study his ancestors.

Ancestors.

I sense Purpose. I sense Knowledge. Perhaps even Memory.

With Memory comes Identity.

I hasten his endeavor, protect him and his ilk. I feel he will lead me to Identity once again.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Rushmik** on **February 22, 2012, 07:28:30 am**

Aha, zombies. This should get very interesting!

I wonder if the bottom of a dodge-this pit trap is the new danger room?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Mjattie** on **February 22, 2012, 10:58:27 am**

Did I ever tell you when I got my skull caved in by a zombie rat kicking me once?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Count Crosby** on **February 22, 2012, 07:27:14 pm**

Can you dwarf me, or rather vamp me as the first available vampire you don't feel the need to kill. Just use the my forum name. I've managed to read this entire thread over the last few hours and this is one of th most interesting forts I've seen. Keep up the excellent work.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **February 22, 2012, 08:44:20 pm**

((I always like your contributions, Rhaken. And it fits with what I'm planning. And I'll try, Count Crosby! I haven't seen a vampire yet, so I have no idea what to expect with them))

From the Journals of Asmel Machinepartnered:

Spring and summer are gone, without a fuss.

One of the undead birds jumped back up, and got put down again by the dogs. Bayar came up with a good solution to that problem. We dumped all the bodies in a pile and walled and roofed it up.



They can come back to undead life all they want now! The only thing they have to eat is each other.

I keep busy taking note of things. How many basalt rocks, and so on. I'm also working on a "Why Are We Here" thing. So I can take it out and remind myself, mainly. Here it is:

1. What happened? What we know is: the dwarfs here built a bridge. At some point, awful things happened. Many died. Shortly after, the world fell to pieces. The dead came back to life. It would be nice to know why.
2. Build the bridge. It's important, enough for people like Bayar and Gar to want to do it. Why? A good question.
3. ?

I'll hold that last one. Noises at the wall! It could mean anything...

.....

Meanwhile, Very Elsewhere:

Neo's spirit drifted through... something. There was no sense of time here, or of place, only an endlessly unfolding now. Dim, grey shapes moved in and out of his senses, and the only sound was a distant, all pervading hum. There was a sense of almost infinite peace that filled the... air, for lack of a better word.

In short, it was very, very dull.

He didn't know how long he'd been there, but he remembered enough to know that he had to get out. And he spent every moment he could straining to remember who he was, where he was, and that he was, that he nearly missed the opportunity when it arrived.

The first thing he noticed was a different sort of sound, and a shape that was almost solid. There were five of them, and they were very close. (Though, since there was no sense of place, they weren't close at all. Or they were right on top of him. It was, Neo admitted, confusing.) He knew, without knowing how he knew, that they were living things. And that if he found the path, he could follow into one of them and... escape.

He watched (or didn't, as he had no eyes, but "watched" was probably the closest word) for some time until... ah! There it was!

With a mental apology to whomever he had found, Neo leapt.

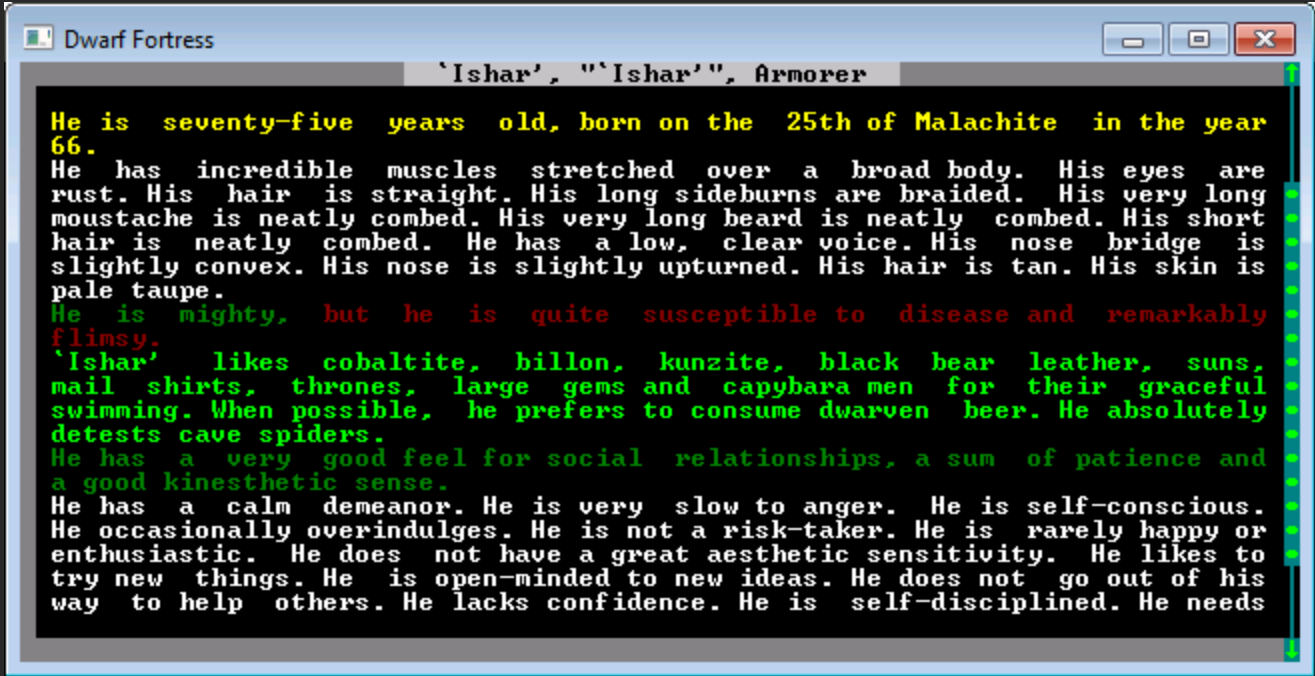
And opened his eyes.



.....

"Well, my boy? What now? Do we run for it, or die standing here?"

The first thing that Neo saw was another dwarf, fortunately enough.



He was looking at Neo with one eyebrow raised. Looking around, he saw that he was standing, surrounded by four other dwarfs. They were standing on vile, diseased grass, with only a few broken tree stumps to break the monotony. But in the distance he could hear waves crashing. He could also hear howling, which sounded much, much closer.

The other dwarf started tapping his foot.



Neo guessed. "Run?"

"Right! The rest of you jackasses, see that wall over there?" There was one, fairly far away. "That tells me there's dwarfs here. Safety. We make it there, I'll brew you all a barrel of booze apiece! Now, run!"

It was a damn close thing, but they made it in.

.....

From the Journals of Asmel Machinepartnered, Continued:

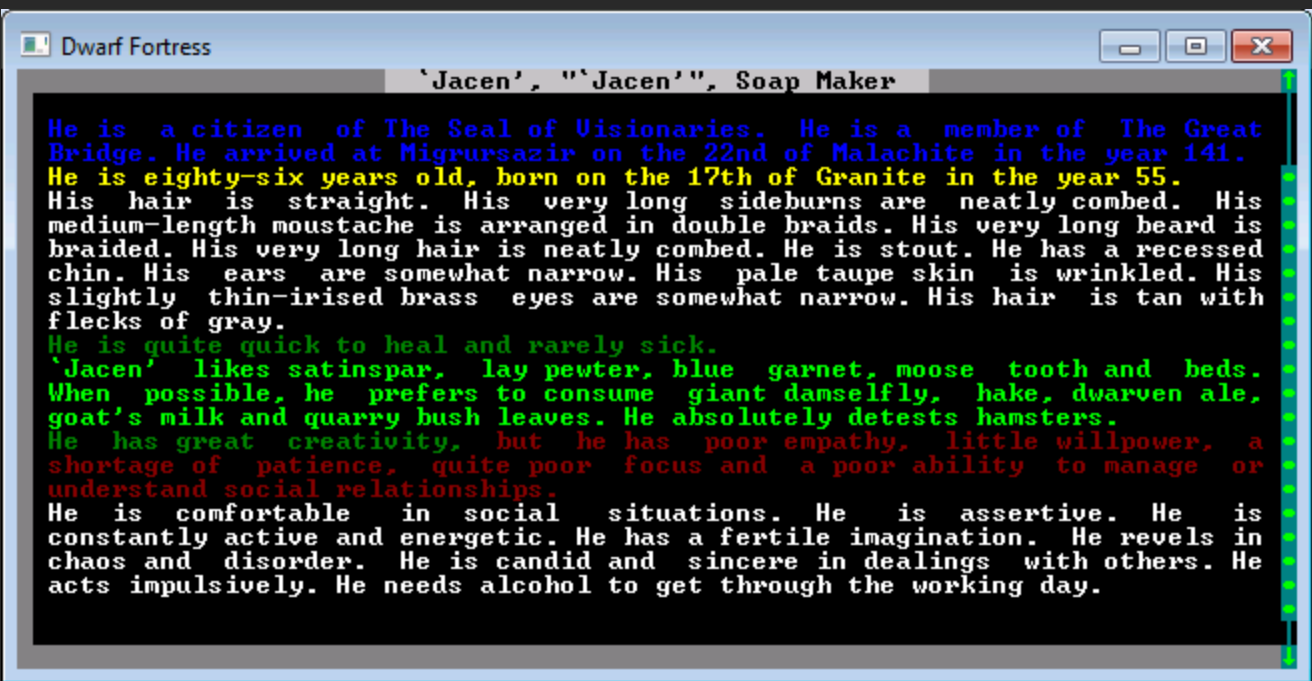
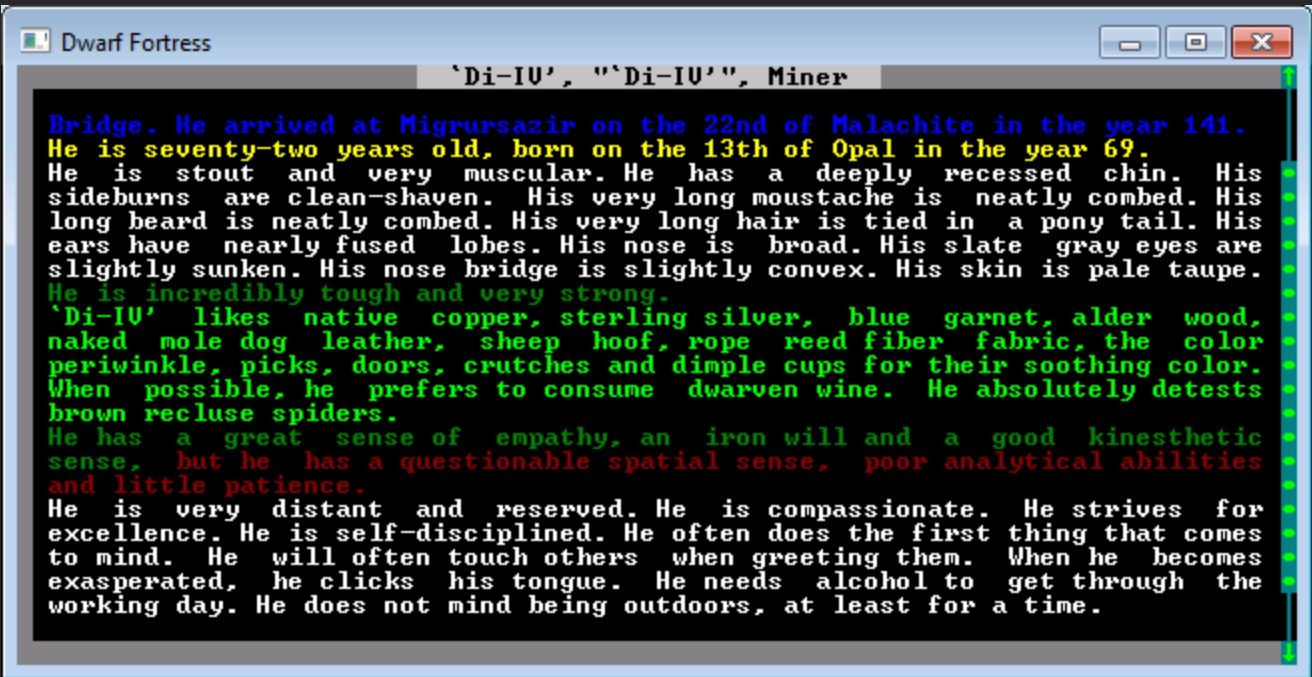
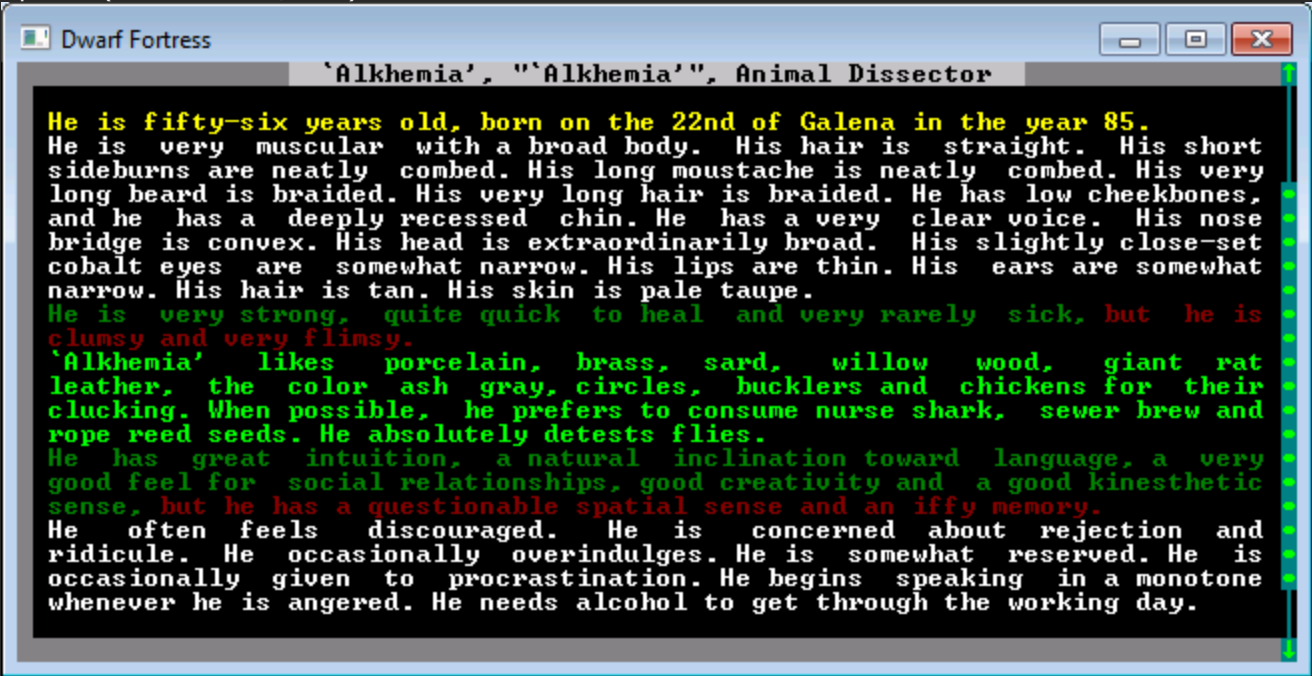
More dwarfs at the gate! Bayar says they're survivors from the expedition. We aren't the only ones!

The names are: Ishar, Jacen, Di-IV, Alkhemia and Neo. All familiar. I'm sure we met when the expedition started. That would explain it, I think.

.....

Dwarfs:

[Spoiler](#) (click to show/hide)



Next: Introductions all Around, and A Severe Lack of Beds.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **neo1096** on **February 23, 2012, 02:56:13 am**

I live!(again...)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **peregarrett** on **February 24, 2012, 07:59:15 am**

What a waste of potentially useful zombies.
Later we should collect and weaponize most useful corpses, by killing, capturing arisen corpses and release them against enemies.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Ishar** on **February 24, 2012, 11:01:01 am**

Quote from: peregarrett on February 24, 2012, 07:59:15 am
What a waste of potentially useful zombies.
Later we should collect and weaponize most useful corpses, by killing, capturing arisen corpses and release them against enemies.

Well, flyers are not easy to control, so locking them up may be for the best.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **peregarrett** on **February 24, 2012, 01:08:20 pm**

Quote from: Ishar on February 24, 2012, 11:01:01 am
Quote from: peregarrett on February 24, 2012, 07:59:15 am
What a waste of potentially useful zombies.
Later we should collect and weaponize most useful corpses, by killing, capturing arisen corpses and release them against enemies.
Well, flyers are not easy to control, so locking them up may be for the best.

True, but if we chop their wings off... no wings - no fly!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **February 24, 2012, 04:40:18 pm**

((I actually was hoping they would all come back to life in that one square, all piled on top of each other. But it seems like they only come back when they can actually see things to kill, or something. Anyway, very short update:

Autumn to Winter

The new arrivals settled in. Bayar was pleased to see Neo, as the dwarf Neo possessed had been one of the other soldiers from the expedition. He then introduced himself as "Neo". It was awkward. Neo realized he should have spent his eternity of ghostly wandering learning how to lie, or at least made up an alibi.

Jacen began demanding fat for soap, and, in the grand tradition of soapmakers everywhere, was ignored. Ignored more than usual, as any attempt to make soap would probably result in yak tallow zombies.

Various animals starved to death because they couldn't find a way to eat sand.

►The Stray Two-humped Camel <Tame> has been found, starved to death.

And some progress was made on the new bridge. It was slightly more colorful than the old one.



Winter arrived, with no discernible change in the landscape.

.....

Next: Things and That Other Thing

((I think I hate the narrator I've been using. Wilberforce was a lot more fun to write. Of course, he's dead, but.... Hm.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Obsidian** on **February 25, 2012, 01:27:48 am**

Hey, great stor(ies) so far.

Can I get dorfed as a doctor? He would, of course, be well-meaning but smoke way too much rat weed on the job.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Di** on **February 25, 2012, 02:05:55 am**

Quote from: varnish on February 24, 2012, 04:40:18 pm
I actually was hoping they would all come back to life in that one square, all piled on top of each other. But it seems like they only come back when they can actually see things to kill, or something.

They only raise in evil biome, if ocean isn't then coastline is safe as well.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **neo1096** on **February 25, 2012, 04:28:18 am**

Wilberforce can do what I did! We can be partners in possession.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **windlessuser** on **February 25, 2012, 12:45:33 pm**

Wow, I've just read this over the past 2 days. Can I request to be Dorfed? twin dwarfs: Devlen De'Daleroc - A crossbow dwarf Hunter with a faithful war tiger Ezreal, and Dimaga De'Baleroc a Dual-wielding Axe Dwarf. The siblings are adventuring Archaeologists who've been researching the fall of the old Oceanbridge, and the mountain home from which the founders came from. Their research brought them to the new Oceanbridge in a travelling migrate wave.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **peregarrett** on **February 27, 2012, 04:08:02 am**

Quote from: varnish on February 24, 2012, 04:40:18 pm
((I actually was hoping they would all come back to life in that one square, all piled on top of each other. But it seems like they only come back when they can actually see things to kill, or something.

They come back then laying on evil tiles. I once had corpse raised while being transported to refuse stockpile, as Urist McHauler stepped at evil biome.
Huh... Bodyparts moved by water stream into evilness and are raising angry against any living being! This must be done!!!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **February 27, 2012, 01:54:32 pm**

((Ok. Today is my day off, so that means time for an update! Maybe two. But probably one))

From the Memoirs of Wilberforce Amber Ropenourished, Volume II

Dear readers! Let me tell you, it's good to be addressing you, my readers, again, as I once thought I would never have the opportunity to do so again!

You may be wondering what I'm referring to. Well, the truth is that I appear to have been dead for some time. Now, that sort of thing normally makes writing one's memoirs difficult, but it seems as though the barriers between life and death have completely broken down. Dead coming back to haunt the living and so on. Frankly, the whole thing is a mess, and it's all quite frustrating.

Well, I intend to clean this mess up.

I arrived back in Oceanbridge (Let's not bother with how. I feel a tad guilty about it still.), to find it... changed. Some sort of world devastating disaster, I assumed. The bridge itself seems to be long gone, I fear. I have no idea what happened, or how long it's been like this. But there were more pressing matters at hand. A good number of migrants had arrived, myself among them, only to be set upon by some zombie ogres.

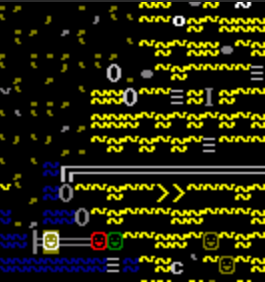


Time to start cleaning.

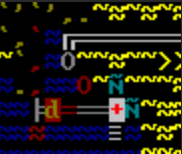
.....

Zombie Attack Number.. Five?

The zombie ogres had decided the dogs of Oceanbridge were an easier and tastier option than half a dozen migrants,



and had started tearing them to pieces, as zombies are wont to do.



Bayar reached the entrance first. She had faced plenty of undead before, and if the new recruits hadn't, well, she'd show them how to deal with them. Lead by example!

It didn't work very well.

The expedition leader stabs The Ogre Corpse in the left lower arm with her <copper spear>!
A ligament has been torn and a tendon has been torn!
The Ogre Corpse punches The expedition leader in the lower body with his left hand, jamming the bone through the spleen and tearing apart the spleen!

Fortunately, Ishar and Dermonster were more than ready to deal with a bunch of reanimated corpses.

.....

While the "army" fought off the ogres, one of the dog corpses left behind began to twitch. As if powered by some unnatural force (actually, *because* it was powered by an unnatural force), the dog stood up and turned to face the approaching group of migrants. Blood and brains coated its fur, and it walked jerkily towards them.

A medium-sized highly social mammalian carnivore. It has a keen sense of smell. It can be trained to obey commands.
His right front paw is broken. His skull is broken. His brain is broken.

Well, *that's an unpleasant sight*, Wilberforce thought. He turned to one of the other migrants, a mechanic.

"You there! What's your name?

The other dwarf looked puzzled. "It's... it's Rushmik. I thought you knew that. I just introduced myself yesterday-"

"No time for that nonsense. You ever killed a dead dog before?"

"No."

"Me either! Here's a chance to learn, then."



The battle was swift, though disgusting. Wilberforce aimed an enthusiastic kick at the monstrosity, which it completely ignored. Rushmik had better luck, and better aim, and he brought the dog down with a single punch to its already broken skull.

The Kills of 'Rushmik'
One Kill
One zombie dog in Oceanbridge

"Oh dear gods that's disgusting. I've even got brain under my fingernails!"

"No time for a wash up, my friend. To the bridge!"

Like the last group, they made it to safety. Though with a pile of corpses now sitting inside the walls, it was questionable just how safe any of them were.

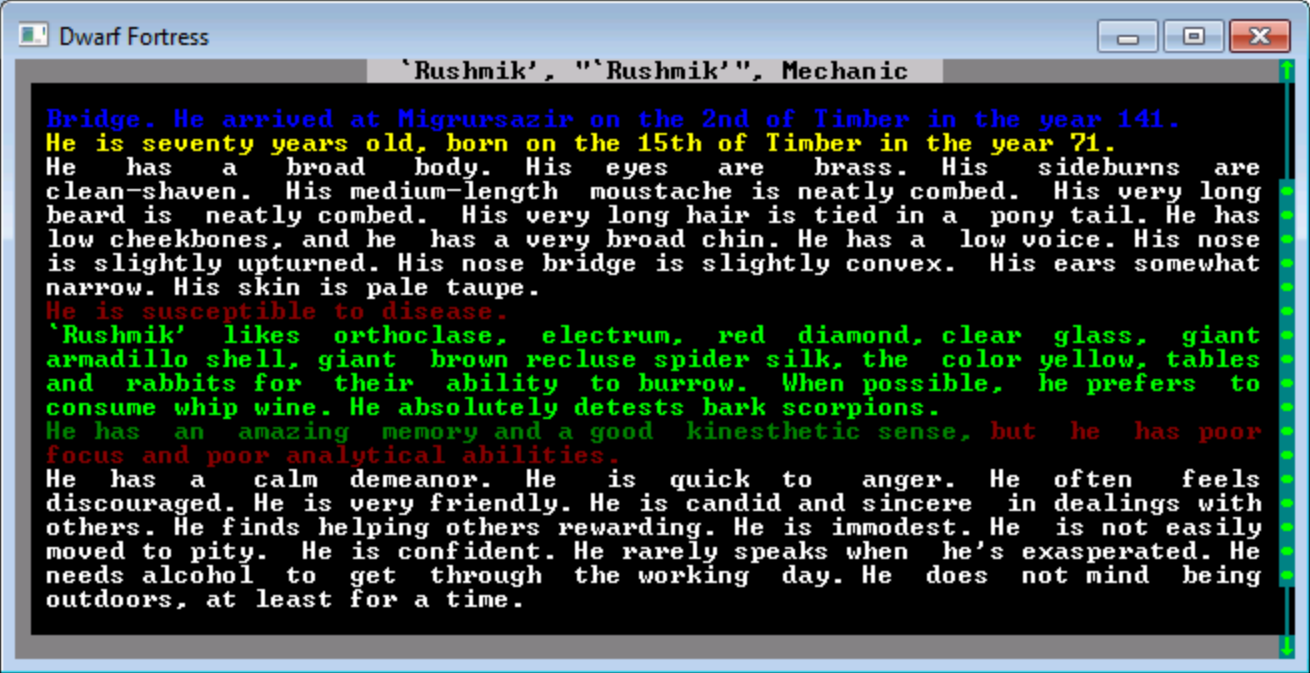
.....

Next: More Dwarfs with Names! Like, a Lot More!

.....

Rushmik:

[Spoiler](#) (click to show/hide)



((Dang it, I forgot to take a screenshot of the ogre fight. Well, Ishar killed them with his bare fists. It was pretty great.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Ishar** on **February 27, 2012, 02:45:28 pm**

What the hell? A fight happened, and my dwarf has all his limbs intact? Varnish, you are losing your touch at disaster.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **SlimyMarmot** on **February 27, 2012, 02:59:51 pm**

Dwarf me, if you please - Name: Slime, Labor: Mason/Architect (unless you've got the latter over-covered), Profession: Bridge Connoisseur. When both the danger to builders and the desire for bridge continuation are at their highest, he is your man. Woman. Mutilated corpse. In all things bridges, they will be there for you.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **February 27, 2012, 03:04:38 pm**

Oh, that reminds me! If you have any ideas on what the new bridge should look like, tell me about them! Right now I'm just making a rock block causeway, and that's sort of boring. Keep in mind that I haven't found any metals yet, though.

I'm sorry, Ishar. I don't know what's wrong with me! I'll try my best to get him crippled by the next update.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **windlessuser** on **February 27, 2012, 03:06:20 pm**

can't wait the see the malevolence that waits for my dorfs XD

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Llmainaspitfire** on **February 27, 2012, 04:58:12 pm**

Quote from: varnish on February 27, 2012, 03:04:38 pm
Oh, that reminds me! If you have any ideas on what the new bridge should look like, tell me about them!

SUSPENSION BRIDGE

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Rhaken** on **February 27, 2012, 06:11:46 pm**

If you're up for an architectural challenge, I suggest taking some inspiration from Charles Bridge (http://en.wikipedia.org/wiki/Charles_Bridge) in Prague. Namely, the statues flanking the bridge, towers along the bridge, etc. For added coolness, you could even build statue gardens jutting out over the main path, or even a tunnel inside the bridge with a bar/meeting hall inside. The towers themselves could serve military purposes.

There's also the option of setting up drawbridges right at the middle of the bridge, to cut off access in the event of an invasion. Just pull a lever and anyone and anything dumb enough to be standing on the drawbridges gets throw into the sea.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **neo1096** on **February 27, 2012, 06:48:51 pm**

You should build the fort suspended in the middle of the bridge.

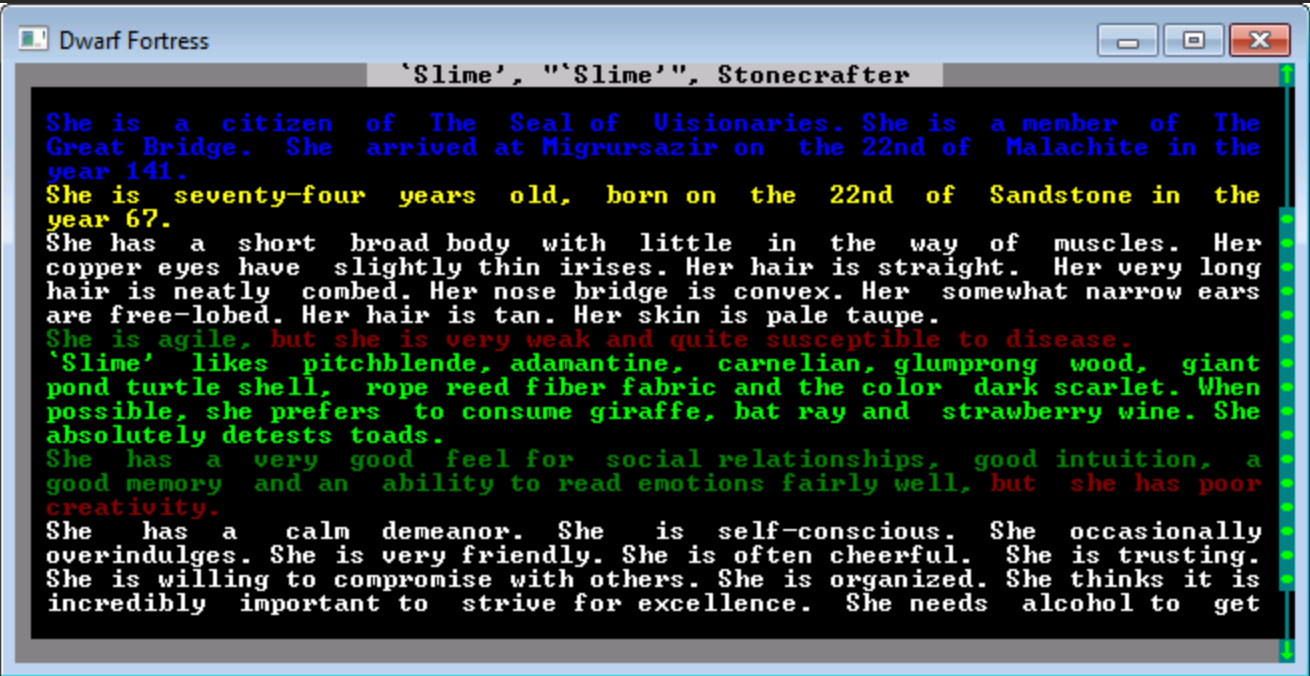
Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **February 27, 2012, 08:48:05 pm**

From the Memoirs of Wilberforce Amber Ropenourished:

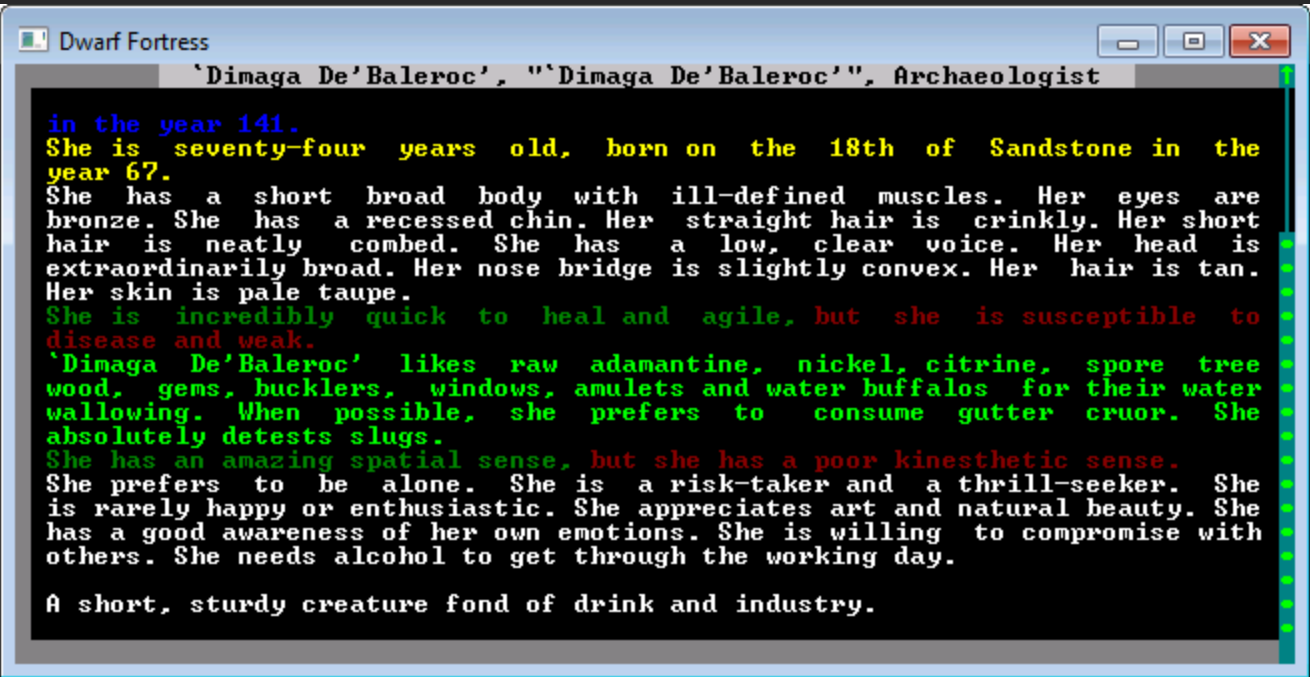
I chose an inauspicious time to arrive, I admit. Still, it's a long journey that ends in total disaster, or something like that. That doesn't sound right, but I'm sure you know the saying. The leader, a one "Bayar" is down with an injury, and no doctors can be found. Without her leadership, there's a bit of an argument among the founders about what to do next. I won't interfere. Not my place, of course.

Organized chaos is the word of the day, then. I've taken to wandering the fort, such as it is, and meeting the inhabitants. Get a feel for what's happened in my absence, and so on.

There's Slime. A bit pretentious, this one. Thinks she knows it all when it comes to bridges. Well, I'm a veteran bridge builder myself, so we'll just see about that!



Dimaga De'Balaroc. She tells me that she and her brother (who hasn't arrived) are looking for clues to what happened in Old Oceanbridge, and the Mountainhomes. As am I, as am I.

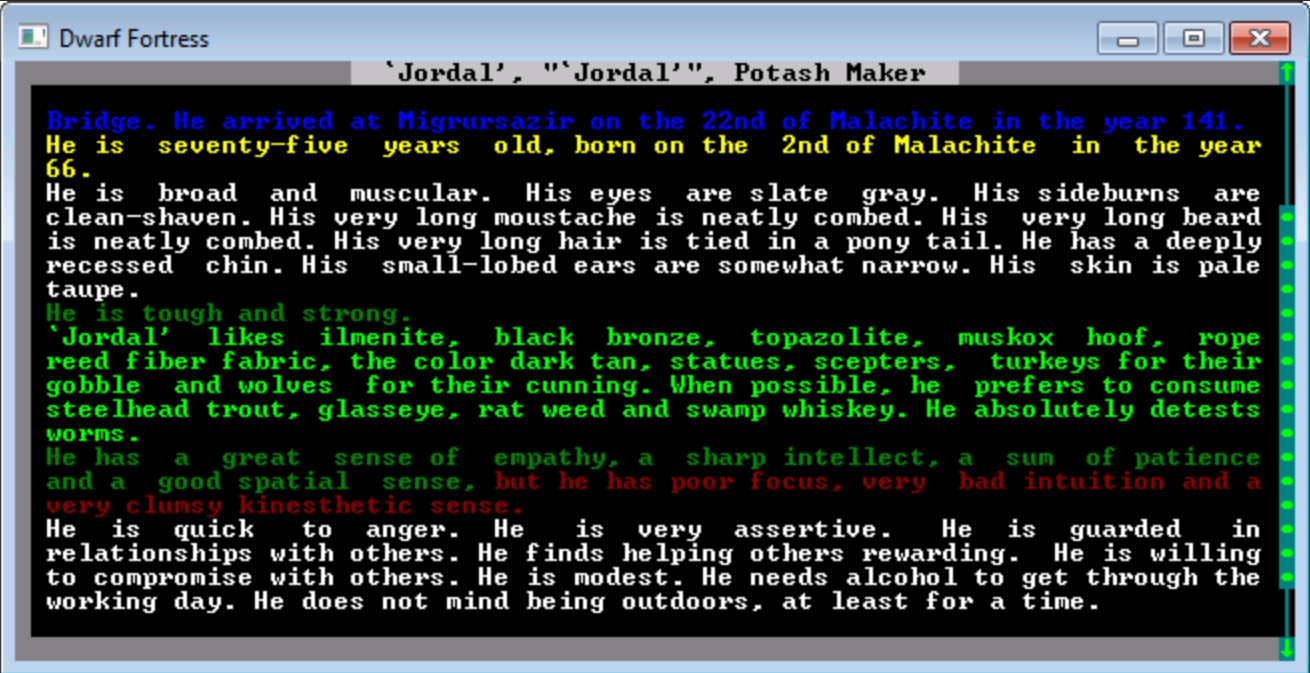


She's done some digging already, and showed me an... interesting find. I'm not sure where it's from, but I suppose it could be from the old fortress.

Ngushamdakon, "The Chartreuse Omen", a orthoclase crown

This is a orthoclase crown. All crafts dwarfship is of the highest quality. It is encrusted with cushion orthoclase cabochons.

And a fellow by the name of Jordal. A swordsman and potash maker. One wonders if he's ever found a use for the latter in his entire life.



As for what's happened in the days since I... well, died, stories vary. The god Rakust has something to do with the hordes of undead, of course. But there's another name I've been hearing, usually in reference to both the dead and old Oceanbridge.

Odgúb, "Odgúb"

Odgúb is a deity of The Seal of Visionaries. Odgúb most often takes the form of a skeletal female dwarf and is associated with death, war and fortresses.

In the midspring of 72, Odgúb received the worship of the dwarf necromancer Ingish Worklover.

In the late spring of 72, The Defended Power was created by Odgúb.

Puzzling.

.....

Next: Building, Building, and Building!

((Anyone who hasn't been dwarfed yet, it's because there aren't any dwarfs appropriate. No vampires at all, as far as I can tell.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **peregarrett** on **February 28, 2012, 02:36:18 am**

Quote from: varnish on February 27, 2012, 03:04:38 pm

Oh, that reminds me! If you have any ideas on what the new bridge should look like, tell me about them! Right now I'm just making a rock block causeway, and that's sort of boring. Keep in mind that I haven't found any metals yet, though.

Quote from: neo1096 on February 27, 2012, 06:48:51 pm

You should build the fort suspended in the middle of the bridge.

Exactly!
Combined with pump cleaning system that flushes bodiparts of fallen enemies down the bridge into evil biome.
With sniper posts all along the bridge.
With statues that bring fear into invaders' hearts!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **bayar** on **February 28, 2012, 03:05:37 am**

So I lost my spleen ? Was it a vital organ (as far as dwarven anatomy is concerned) ?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Ishar** on **February 28, 2012, 09:44:32 am**

Quote from: varnish on February 27, 2012, 08:48:05 pm

((Anyone who hasn't been dwarfed yet, it's because there aren't any dwarfs appropriate. No vampires at all, as far as I can tell.))

Vampires are easily detectable: they are fabulous. They usually have several pages worth of jewelery on them. The Mr Ts of the dwarven kingdom.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Di** on **February 28, 2012, 10:59:37 am**

Quote from: varnish on February 27, 2012, 08:48:05 pm

As for what's happened in the days since I... well, died, stories vary. The god Rakust has something to do with the hordes of undead, of course. But there's another name I've been hearing, usually in reference to both the dead and old Oceanbridge.

Odgúb, "Odgúb"

Odgúb is a deity of The Seal of Visionaries. Odgúb most often takes the form of a skeletal female dwarf and is associated with death, war and fortresses.

In the midspring of 72, Odgúb received the worship of the dwarf necromancer Ingish Worklover.

In the late spring of 72, The Defended Power was created by Odgúb.

Puzzling.

The cataclysm was really, well, cataclysmic. The old gods are no more!
However, dwarves do not give up and so do their gods. This one strangely possesses features of both Rakust and Tholtig and, what a coincidence, her name translates as Mob ;)

Some roleplaying here:
Diary entries of DI-IV:
22nd of Malachite 141
Away, away and across the seas our exodus continues. Away from our ancestor's homes now filled with their shambling corpses, away

from accursed goblins, away from tree-hugging cannibals calling themselves elves. Some say the land of plentifulness and joy lies there, that mountains of pure adamantine await those who can get there. That the place across the sea is a dwarven paradise. Naive daydreamers. I'd sooner believe that dwarven paradise is across the magma sea than on some gods-forgotten island! But it's known that dead stay dead on the other side and pets do not return to drag their owner into underworld. Good enough for me. I still shudder at the mention of Mr. Dimples. He was a good cat who didn't deserve such fate, I'm still glad my pick was at my hands that day, however. More our brethren came today, zombie ogres came too. Ogres weren't too healthy for bayar's spleen but who needs that remnant of evolution? (spleen, not bayar) Humans say it is needed to filter alcohol out of blood. But we're dwarves! We'd rather have organ that does opposite! The folk around here is so keen on leaving that they want to build a fort itself on a bridge. And they say I have a little patience! A fort like that won't be able to sustain itself. Maybe fishers could provide enough food but you can't brew fish. Plants won't grow in the ocean something with the moisture in the air or something and I'm not going to drink ocean water, even desalinated.

P.s. On a second thought, I can't say for sure whether it's possible to farm in sea since last time I've tried it was temperate biome, but such fortress would still require a large shore facilities.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **neo1096** on **February 28, 2012, 02:14:41 pm**

From the Diary of Neo:
Once again, I live. It seems it has been quite a while since my previous death, and the situation with the unrestful dead has only gotten worse. Now, more than just spirits lingering, zombies rise regularly. I think I shall consult with those in the same situation I am, the returned spirits. Maybe they will have some idea what is going on, or at least we will be able to understand the situation better if we put our heads together.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **February 28, 2012, 07:04:11 pm**

((Nothing is happening.))

Bayar woke to chaos. And to pain. But mostly to chaos. Some dwarfs were running through the hospital (a single bed in the food stockpile) hauling stone blocks, while others were carting barrel after barrel up to the surface. She could hear the shouting through the layers of sand and clay.

Goldhammer, the Minister of Something and Some other thing ran past the bed, a mug in each hand. She called out "Goldhammer!" wincing in pain from the effort.

He stopped. "Bayar! How's the spleen?"

"It's... all right. What's going on out there?"

"It's the one year anniversary celebration! We've been here for a whole year, and no one has died or been hurt! Except you, of course."

"Imagine that..." Bayar muttered. "Er... could you maybe bring me up to speed on what's been happening?"

Goldhammer nodded. "Here, read this. I'm not sure who made it, but it's got all the news. I've got to get these mugs to the surface. Then I've got to drink them." Putting down one of the mugs, he pulled an engraved basalt tablet out of his pocket and dropped it in her lap.

After the agonizing pain started fading again, Bayar read the tablet.

.....

The Oceanbridge Times!

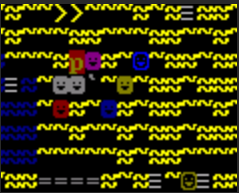
The sound of an ocean wave, crashing on rough carved stone! The lonesome cries of the gulls! The terrified scream of the peasant as the zombie gulls attempt to peck out his eyes! To these familiar sounds, something new has been added: the frustrated groans of the miners and smiths! Yes, every day the report comes: No metal to be found.

As far as this reporter has discovered, blame is shared equally among the miners, and by that I mean that they were all offended and attempted to beat this reporter up for suggesting blame!

Our brave soldiers must soldier on without armor, or weapon, or any means of defense beyond their brave fists! Fortunately for all, this is enough to dispose of our wandering undead.

Tiercel Peregrine Corpse	Undead
Harpy Corpse	Undead
Harpy Corpse	Undead

This reporter has found that every soldier has claimed at least one zombie falcon for their trophy room!



That's the news from Oceanbridge this month! All the news that fits on Granite!

.....

Bayar put the tablet carefully on the floor next to the bed. Her side was still in agony, and now she had a pain in her head... "What in all the gods name did I just read?"

.....

Next: Something?

((Nothing!))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Rushmik** on **February 28, 2012, 07:16:19 pm**

From the diary of Rushmik

Dear diary,

I punched in a dog's brains the other day, and this time it was already dead. Well, in a manner of speaking. There's some sort of voodoo at work here.

Anyway, it felt a bit like hitting a big, wet sponge. I liked it.

Till next time.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **peregarrett** on **February 28, 2012, 11:19:59 pm**

Since we have that anniversary party, let me introduce some machinery that could make us bother less about those zombies. Look. We need exactly this:

```
#####.  
.^H=====^.- Outside  
#D#=====#.  
#####.
```

- Straight narrow passage that "leads" inside our quarters.
- Pressure plate at outer end
- Crushing bridges all along the passage, linked to outer plate
- One-way plate+hatch combo that prevents citizens from leaving quarters this way
- Door that used to side-step the inner plate in case of maintenance needs. Plate tile should have restricted area zone.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **landrus** on **February 29, 2012, 02:51:51 am**

Wow, really great story. I read through all of it now and I look forward to the new misery on the shore of Oceanbridge. Varnish, your stories are fun to read! Keep up with it.

If it is altogether possible, could you dwarf me on the next migrant wave?

Thanks in advance :)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Siverix** on **February 29, 2012, 02:02:08 pm**

The yearly report on witch craft and arcane arts.

It has been a year since we arrived to this beach and now what I had ample time to asses the situation according to all the proper protocols my report can be carved down for future generations. Although we haven't had an opportunity for a proper witch hunt yet the area around the old bridge (which was totally destroyed) appears to be haunted. The dead know no rest in this accursed place and for a dorf whose job it is recording hauntings, reanimations and crimes against gods it can be a pain in the ass.

Gold hammer, minister of kiln-works and witch-hunting.

P.S. Where are no kilns in this place thank Armok all I need is peasants chasing me and complaining about poor quality clay.

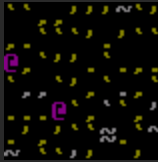
Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **aussieevil** on **February 29, 2012, 03:37:27 pm**

Ooh, I have a great story to give once my dorf reincarnates.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **February 29, 2012, 08:02:30 pm**

So, no real update yet (because I'm exhausted and covered in snow, that's why) but something odd just happened. Odd to me, at least.

These two just arrived in a migrant wave:



They're traders. They had flashing grey "X"'s like normal migrants, but they aren't controllable. They're listed as "friendly" on the unit list. I don't know what it all means!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **peregarrett** on **March 01, 2012, 12:03:16 am**

Quote from: [varnish](#) on February 29, 2012, 08:02:30 pm

So, no real update yet (because I'm exhausted and covered in snow, that's why) but something odd just happened. Odd to me, at least.

These two just arrived in a migrant wave:

They're traders. They had flashing grey "X"'s like normal migrants, but they aren't controllable. They're listed as "friendly" on the unit list. I don't know what it all means!

They are Spies!!!
Or Nobles.
Or deities taking form of dwarves.
Watch them, in any case.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Di** on **March 01, 2012, 04:25:28 am**

They're bug. Build a wall and bridges around them quickly or make sure they're safe by any other means!
If they die you get permanent ghosts.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **peregarrett** on **March 01, 2012, 04:31:17 am**

Quote from: Di on March 01, 2012, 04:25:28 am

They're bug. Build a wall and bridges around them quickly or make sure they're safe by any other means!
If they die you get permanent ghosts.

It's Oceanbridge! Permanent ghosts suit it well.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Siverix** on **March 01, 2012, 08:38:08 am**

Quote from: Di on March 01, 2012, 04:25:28 am

They're bug. Build a wall and bridges around them quickly or make sure they're safe by any other means!
If they die you get permanent ghosts.

Sounds like witchcraft to me.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **windlessuser** on **March 01, 2012, 09:07:16 am**

I should write up a personal Story for Dimaga... Not sure if I can pull it off.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **March 01, 2012, 04:08:48 pm**

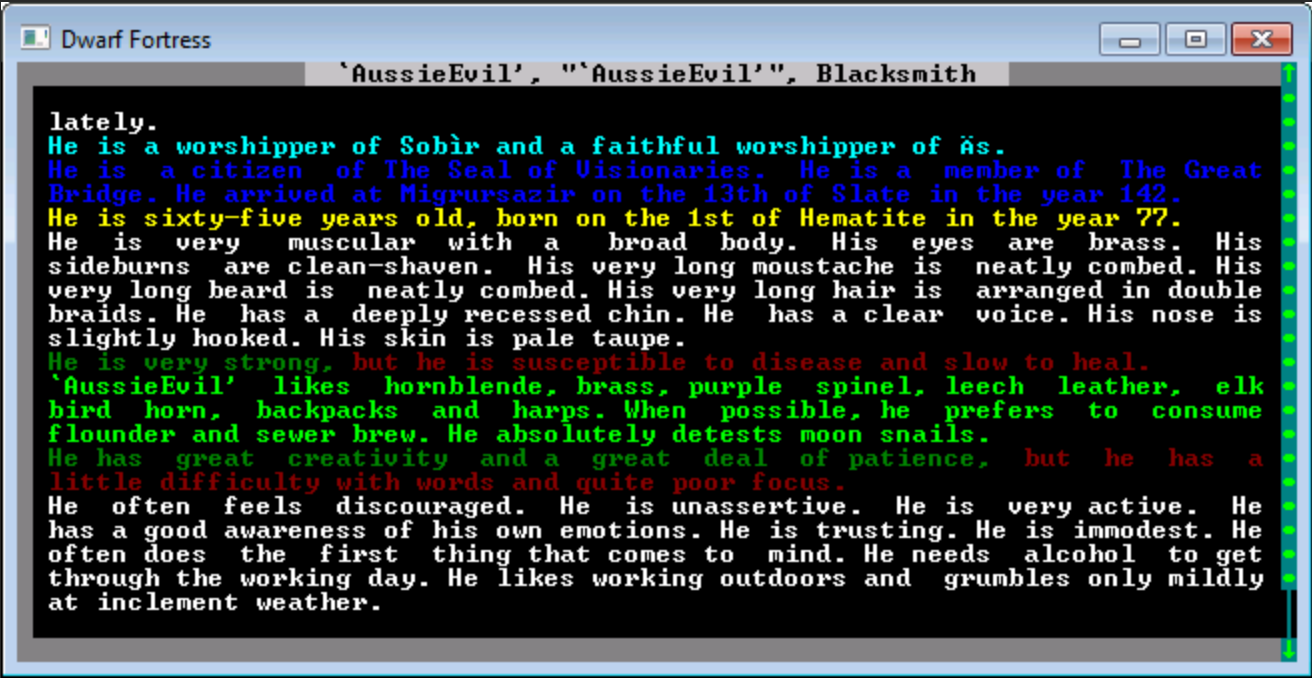
((Sigh. The first year or two are always a bit dull.))

From the Memoirs of Wilberforce Amber Ropenourished

One year has passed, readers, since the re-founding of Oceanbridge. Or maybe it's the re-re-founding. The terminology is unclear, and probably unimportant.

I've made a few more discoveries about the state of things, mainly by casually chatting with my fellow dwarfs. Most of them come from various camps and small outposts, it seems, the mountainhomes having gone the way of non-evil birds, and so on. These outposts aren't exactly the safest these days, what with the undead birds and zombie otters, so these fellows got together an expedition, the goal being to find old Oceanbridge and rebuild it as a new home. A fine goal, but I have a feeling that they were expecting more of it to still be standing. Still, we soldier on, as always.

It's odd, but I've got the feeling that I'm not the only "old member" here. There's one who bears a strong resemblance to my old friend Neo, and another person who looks quite a bit like the engraver who went by Aussieevil.

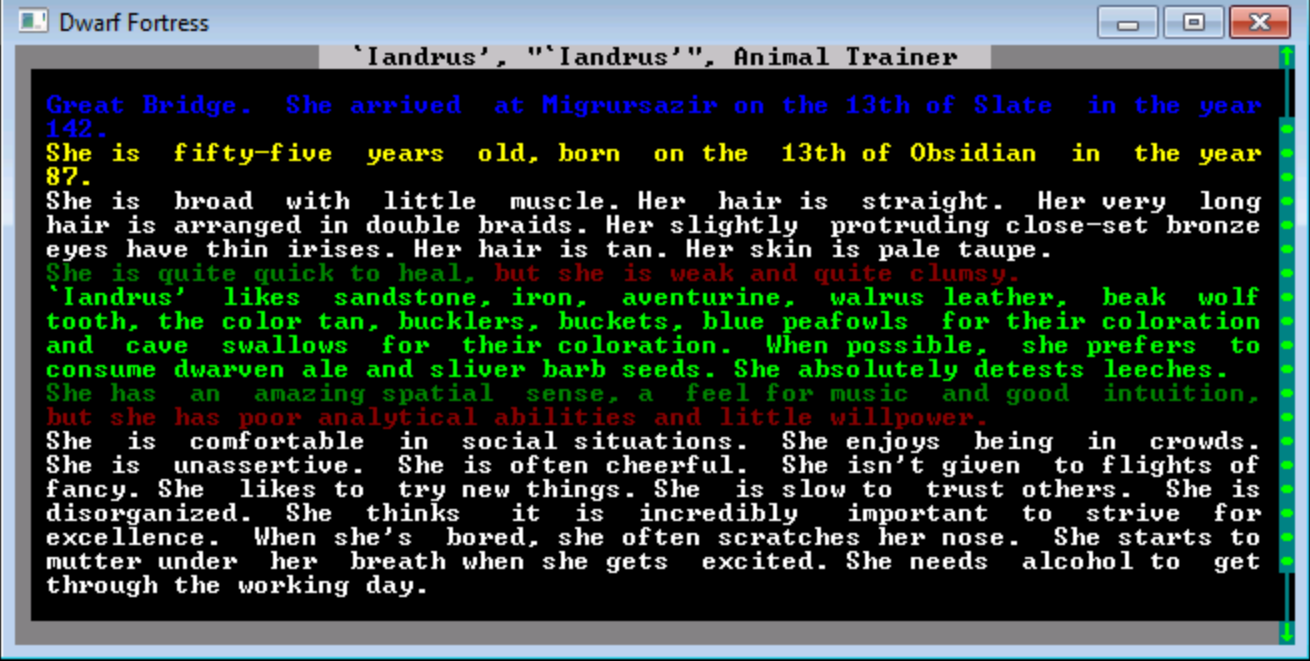


My suspicion was also roused by the fact that they are calling themselves Aussieevil and Neo, respectively. Quite a hint, that. I'll watch A.E.; if he starts engraving horrors, it's probably the same man.

There's also a new animal trainer about by the name of Landrus, arrived with a group of refugees this week.



Not much for her to do here, I'm afraid. The undead aren't much for training. Unless she intends to train them to devour all living things, which, come to think of it, she may.



.....

Next: Spies and Thieves! Ok, just Spies.

((No doctors yet, no vampires, and not much of anything happening. Lots of bridge building, though. Aussie's a novice engraver, but a far more skilled blacksmith. Only engraver we've got so far.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Fishybang** on **March 01, 2012, 04:59:34 pm**

Ill take a speardwarf please. female preferably.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **aussieevil** on **March 01, 2012, 08:29:38 pm**

What spheres are associated with my new deities?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Remalle** on **March 01, 2012, 10:14:03 pm**

So I guess that's a no to my previous redorf request, right?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **March 01, 2012, 10:33:19 pm**

Quote from: [aussieevil](#) on March 01, 2012, 08:29:38 pm
What spheres are associated with my new deities?

Freedom and... Jewels. Huh.

Quote from: [Remalle](#) on March 01, 2012, 10:14:03 pm
So I guess that's a no to my previous redorf request, right?

No, no. Your dwarf will be back. Just trying to work out how, story wise.

Things are actually starting to happen! Bad things, of course. Update soonish.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **aussieevil** on **March 02, 2012, 05:15:42 am**

Freedom and jewels, huh... I guess I'll need to see some of my engravings first then, before I can write an IC post.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **March 02, 2012, 12:43:42 pm**

Spring, Year 2

The Mountainhomes had been lost. Countless lives had been lost. The world itself seemed to be falling to pieces. But one thing had not changed since the early days of Oceanbridge.

Dwarfs still could throw one hell of a party.

Dimaga De'Baleroc wasn't among the revelers. She was on the shore, looking for some sign that this actually was where the old fortress had stood. All of the usual were missing. There were no heaps of broken bricks, no suspiciously regular hills. If it hadn't been for that strange crown that one of the crafters had found... and there was no proof that the thing even came from Oceanbridge!

As soon as her brother arrived, they could start a dig. And that would answer the questions she had once and for all.

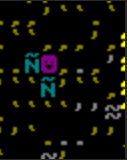
She was walking back to the fortress when the harpies attacked.



Harpies were interesting creatures, from a curious, intelligent dwarf's viewpoint. Just how a species of semi-sentient half-humanoid bird

creatures had survived, and even flourished, for so long might be something worth close study.

But not this close.



Cursing herself and the lack of weapons, Dimage fought back as best as she could. She managed to knock one of the monsters to the ground before the other leapt onto her from behind and began clawing and biting her unprotected head.

The Harpy Corpse snatches at The Archaeologist in the head with her first toe, right foot, tearing the skin and bruising the muscle through the <pig tail fiber hood>!
The Harpy Corpse snatches at The Archaeologist in the head with her first toe, left foot, fracturing the bone through the <pig tail fiber hood>!
A tendon has been torn!

If Ishar and the rest hadn't managed to drag themselves away from the celebration, it might have been over for her. As it stood, Dimaga was still in trouble. There were no doctors in Oceanbridge.

.....

Next: Surgery

((Action! Well, a little bit of it, anyway.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **ChrisJ** on **March 02, 2012, 01:13:43 pm**

Could I request a dwarfing? Mason/axedwarf if need be named Essen please.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Ishar** on **March 02, 2012, 03:13:27 pm**

You're saying NONE of the actual soldiers is brutally injured? How is that possible?
Also, doctors are for pussies.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Rhaken** on **March 05, 2012, 08:13:57 am**

Quote from: Ishar on March 02, 2012, 03:13:27 pm
You're saying NONE of the actual soldiers is brutally injured? How is that possible?
Also, doctors are for pussies.

Guess who ain't getting life-saving surgery once the doc shows up. :P

(Oh come now, people, we can't let this thread sink! Make with the chatter!)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Ishar** on **March 08, 2012, 06:04:14 pm**

Erm... anyone still alive?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **March 09, 2012, 02:19:17 pm**

Yeah.

Working on it again.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **+!!scientist!!+** on **March 09, 2012, 04:01:15 pm**

Quote from: varnish on March 09, 2012, 02:19:17 pm
Yeah.

Working on it again.

Glad to hear it. Also have I been redorfed yet? If not then I'll be Scientist mk. III and be a doctor as usual.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **March 10, 2012, 09:09:01 am**

((Back at it! Again. And again.))

From the Memoirs of Wilberforce Amber Ropenourished

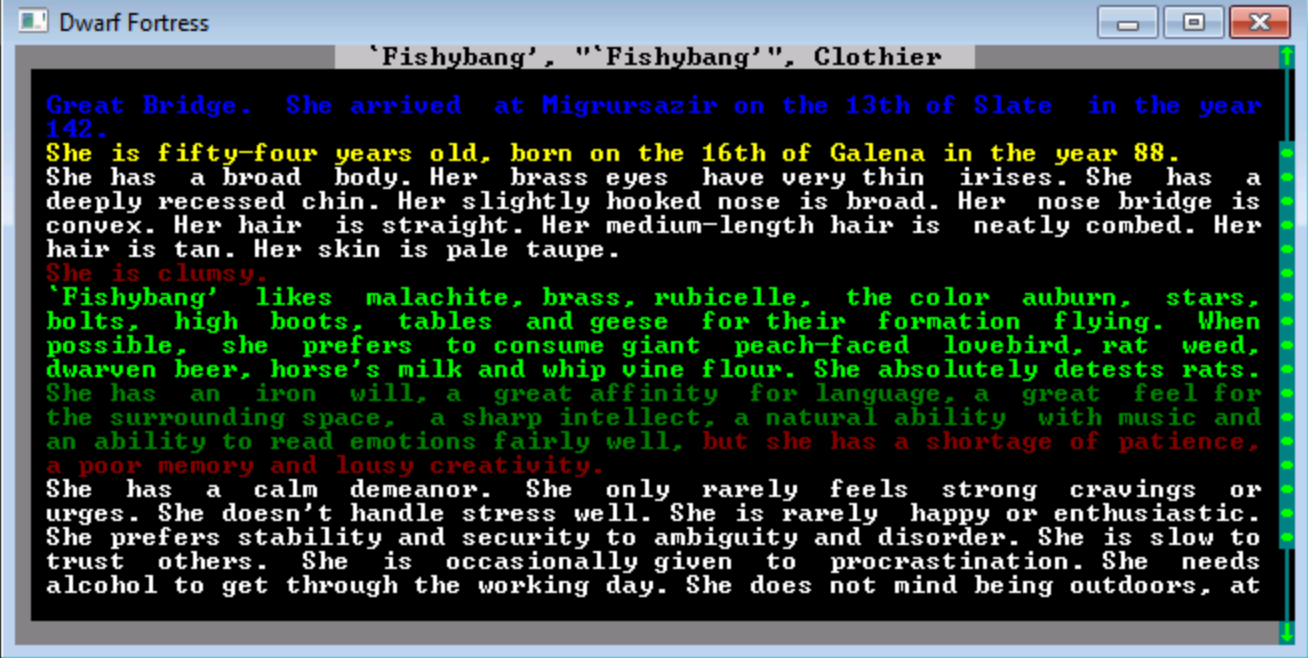
Surgery, I've been told, is an art, and like most arts, amateurs tend to make a complete mess of it. That said, I'm sure that Dimage De'So On and so forth will live. How much she wants to right now I wouldn't like to say. Rushmik's been operated on as well, and he's not happy at all.

'Rushmik', Mechanic
""Rushmik""
Throwing a tantrum!, ♂

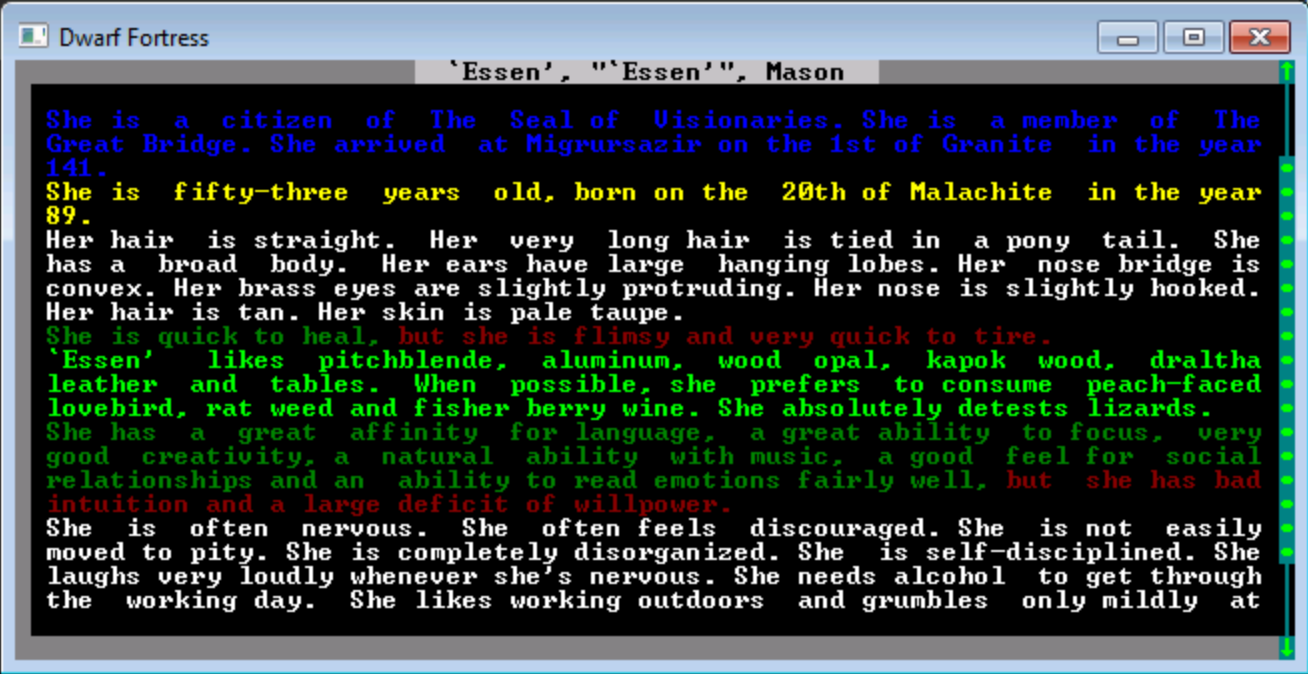
Rest

Poor fellow's been shouting about how "all doctors are butchers", and so on. Unfair, I'd say. While this particular doctor *is*, in fact, a butcher by trade, it's still a slander to call all of them butchers.

In no relation to that, it seems that the Great Disaster, whatever it may have been, did nothing to change our naming habits here. I met a dwarf called Fishybang today. I can't even begin to imagine what that means.



The one called Essen seems more sensible. Sensible in her name choice, at least.



Of note is the fact that both of them are fairly skilled warriors. Seems like most of the dwarfs around here are. Well, I'm not about to complain!

.....

Next: More Migrants!

((Anyone interested in me trying dwarf background stories again?))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **SlimyMarmot** on **March 10, 2012, 03:17:42 pm**

If you need a dwarven corpse to draw inspiration from, Slime's always there for you. All sorts of fascinating stuff to pull from that bridge-fondling bastard her.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Siverix** on **March 10, 2012, 04:54:54 pm**

background stories are always interesting especially does of bureaucrats involved in witch huntings *hint hint*

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **March 11, 2012, 09:20:53 am**

((I'll get some of those done, then! As soon as I work through the backlog of events. FUN is happening.))

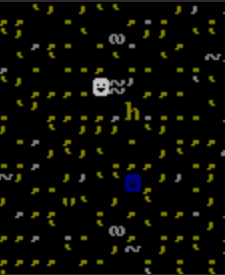
From the Memoirs of Wilberforce Amber Ropenourished

Our Militia Commander, Dermonster, died today.

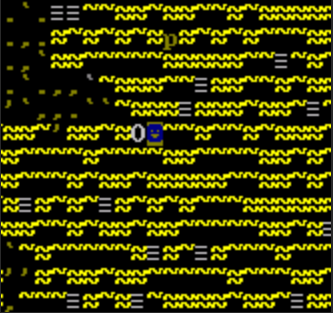
That's a sunny start to a new chapter of these memoirs, isn't it, readers? Well, if you've read so far, then I have no doubt you've become hardened to reports of death and destruction. "A dwarf had his brains smeared over the landscape by a horrifying creature from beyond the grave?" You say? "How tiresome."

Nevertheless.

There was only one witness to the incident, so it is difficult to report what happened accurately. It appears that Dermonster chased a skeletal harpy away from the fortress, which was quite sensible.



However, while out on the beach he came across another pair of undead ogres, and, rather than run back to safety, he felt he had to fight both of the monsters on his own.



The results were gruesome, but inevitable.

The Ogress Corpse punches The militia commander in the head with her right hand, jamming the bone through the skull, tearing apart the skull and bruising the brain!

The witness was the oddly named Slime. She seems to be taking it well, but I know from experience what one death can do to a fortress.

‘Slime’ has been fine lately. She has lost a friend to tragedy recently. She talked with a friend lately. She slept in a good bedroom

I did not try to comfort her by mentioning that her friend might be back some time soon, in some way. Not sure she would understand, and of course he may come back as a hideous monstrosity, which probably wouldn't be all that comforting.

.....

Next: Story Time!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Dermonster** on **March 11, 2012, 09:43:01 am**

*Random migrant has been possessed by the spirit of Dermonster!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **peregarrett** on **March 11, 2012, 10:19:23 am**

Machinery never turns undead!!! We should base our defences on it. I have plenty of ideas that definitely would work, but nobody listens to my glorious projects... And look where it led our poor Oceanbridge!

I think we should concentrate on guarded entrance zone of Bridge instead of Bridge itself. Glass discs/ball/spikes traps, glass terrariums and so on. Hordes of hostile invaders are bad, and it's much worse when invaders are undead!

Do we have some evil clouds here, btw?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Di** on **March 11, 2012, 02:18:23 pm**

What about the traders? Try burying him under the ocean. It's neutral, right?

Diary of DI-IV:
Somewhen in Felsite.
Damned undead, they've outsmarted Derm, used his passion for fighting against him. Those beasts are up to something, it's like they have a plan. They're not going to stop until they slay us all. But we'll see who's gonna laugh in the end.
In the meantime, someone should prepare a coffin for Derm as he's going to come back soon, it'd be so nice of him to save dragging his dead body back here, if only he hauled his weapons back as well...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **March 13, 2012, 05:05:27 pm**

There are no evil clouds.

On vacation right now, so... spotty updates. I know, that's nothing new.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **March 20, 2012, 03:39:36 pm**

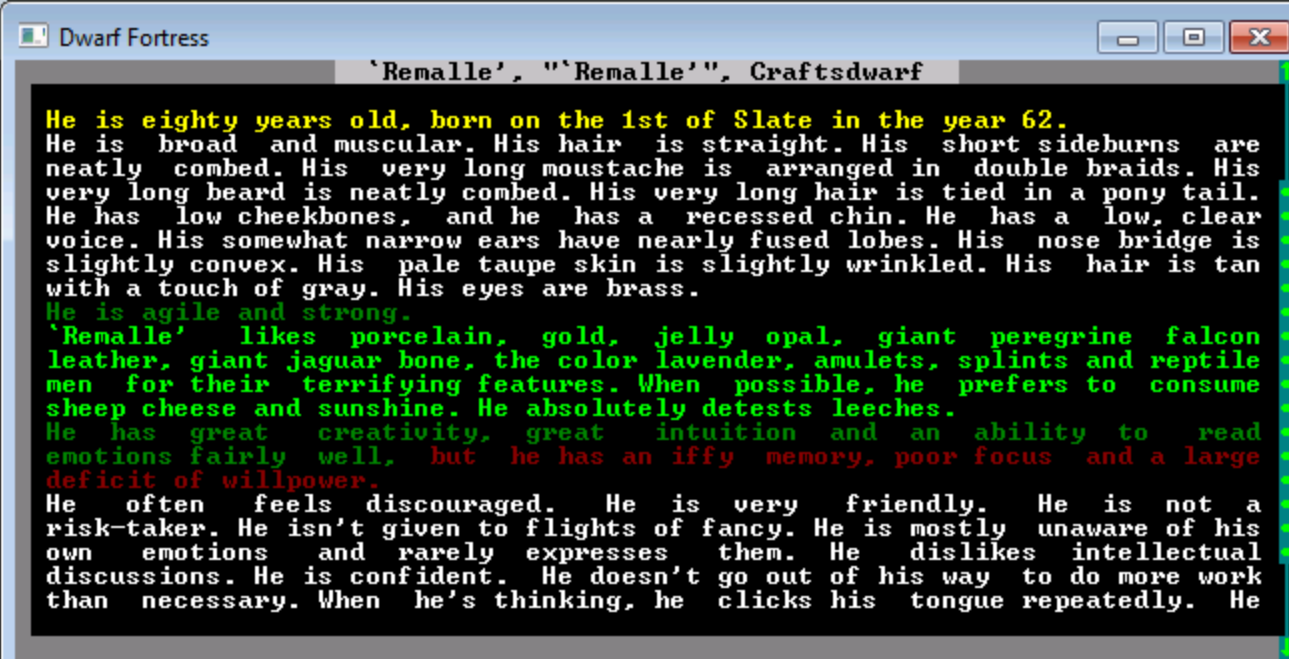
((OK. I GOT THIS.))

Getting Things Straight, Part One:

From the Memoirs of Wilberforce Ambrose Ropenourished

Another month brings another group of migrants, readers. New Oceanbridge appears to be the only thing going around here, which is a rather bleak thought, come to think it. The migrants were, with one exception, unremarkable, but that one exception was remarkable enough for all of them.

I didn't recognize the fellow at first, what with him now looking like a ragged old dwarf who had been ground up under a millstone for a decade or so, but after a day or two, I came to realize that the dwarf I was looking at was none other than Remalle! It did help that I overheard him introduce himself as "Remalle", I admit. These things always do.



Here, I saw, was an opportunity. If there was anyone who could explain the fate of Oceanbridge, and our world, it was Remalle. He had been there for the fall, and, quite clearly, had lived through it. He may have been the only one, though I am not surprised. The man is a survivor. I would need to approach him with caution, and tact, of course. Subtlety would be my watchword. After all, it had been some time since our last meeting, and who could tell what had happened in the meantime?

Apart from him, of course.

Our conversation began in the dining hall, and was somewhat brief. In its entirety, it went:

"Remalle, my boy! You crafty old bastard, I knew you'd still be alive! It's me, Wilberforce! Remember, from the old days of-"

His reply interrupted me, and came in the form of a mumbled "Oh dear gods no..." He looked rather wild eyed, and before I could continue my introduction, he had left the room. The man moves quite fast, too. Up from the table and gone, just like that! Fortunately, it's a small fort, and tracking him down shouldn't be much trouble. I may have to enlist some aid, first, however...

((I am getting the story and the fort and everything together in my head. That's what this is about. Trying to make myself less confused. Hopefully it's not too dull.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Argelflirth** on **March 20, 2012, 09:06:24 pm**

excuse me but may i be dorfed?
name:Argel
profession:preferably soldier or miner (soldier first)
gender: don't care much

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **!!scientist!!** on **March 20, 2012, 09:54:42 pm**

Sorry, but I was just wondering if I've been redorfed yet? Like I said before I would like to be Scientist mk. III, a doctor

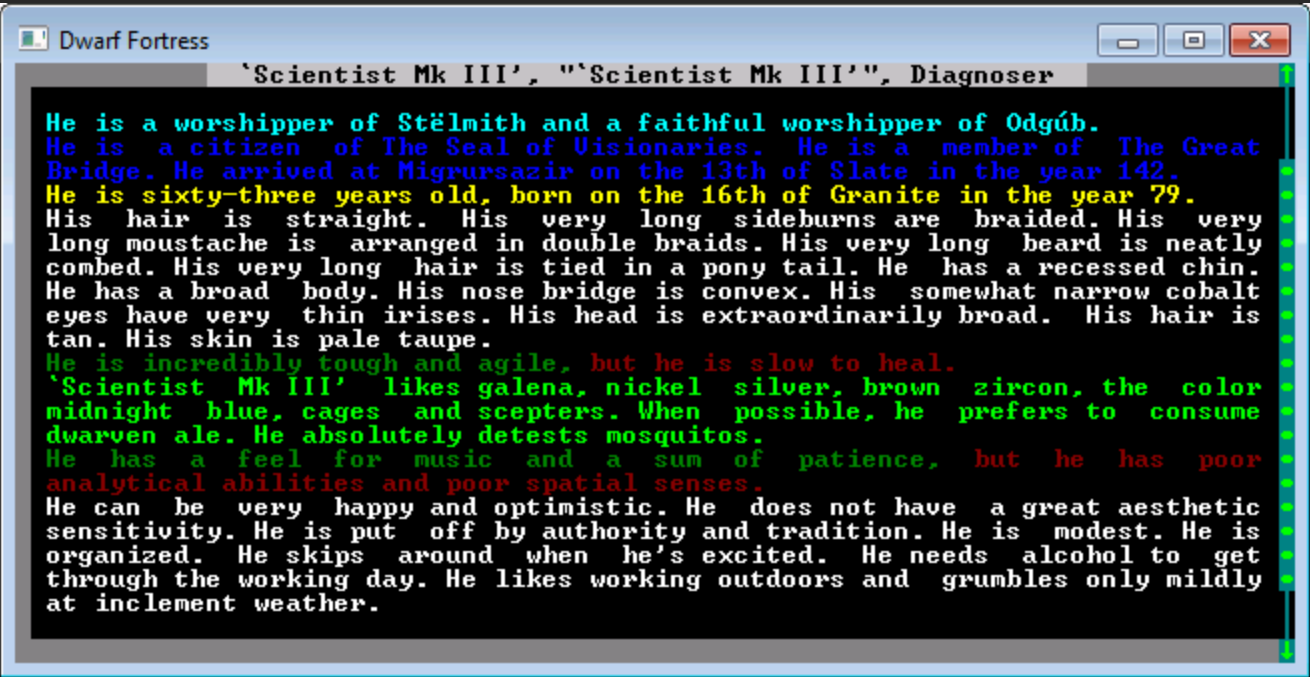
Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **March 21, 2012, 10:53:03 am**

((Right! That's another thing I'm trying to get sorted out: Redwarfings. Reminders are good.))

Getting Things Straight: Part Two (Of Several)

Wilberforce hadn't thought the other migrants were important, but that was not a view that they themselves shared. They'd spent weeks journeying through some of the most dangerous country in the world (which was all of it) in order to reach the fort, and had expected at least some sort of welcome. What they found was a disorganized mess. Undead ogres outside, and chaos within.

Bayar at least, was very happy to see that one of the new arrivals was a trained diagnostician. She was so happy that she was willing to ignore the fact that he was named Scientist Mk III, an odd name even by the standard of the fort.



Scientist had about two minutes to settle in before he was shoved in the direction of the "hospital". Enough time to explain that while he was a diagnostician and a decent suturer, he was *not* a surgeon. And enough time to be told that he would have a wonderful chance to learn about surgery, now.

.....

Next: Part Threeish.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Di** on **March 21, 2012, 11:25:34 am**

Quote from: varnish on March 20, 2012, 03:39:36 pm
He had been there for the fall, and, quite clearly, had lived through it. He may have been the only one, though I am not surprised. The man is a survivor.
He had survived the fall of the old fort and lived several hundreds years after? Quick, grab willow spears, this guy is a vampire!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Remalle** on **March 21, 2012, 01:52:53 pm**

Quote from: Di on March 21, 2012, 11:25:34 am
Quote from: varnish on March 20, 2012, 03:39:36 pm
He had been there for the fall, and, quite clearly, had lived through it. He may have been the only one, though I am not surprised. The man is a survivor.
He had survived the fall of the old fort and lived several hundreds years after? Quick, grab willow spears, this guy is a vampire!
Oh! Um, uh... steroids! Yeah, that's how I've lived so long.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Rhaken** on **March 21, 2012, 04:53:07 pm**

There damn well better be another doctor in that migrant wave... :P

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **March 21, 2012, 10:41:25 pm**

((Yup.))

Part Three:

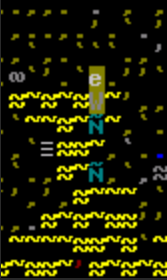
From the Memoirs of Wilberforce Amber Ropenourished:

I'd become determined to find answers by this point, and if that meant hunting Remalle down and beating him black and blue until he gave them to me... Well, I'm not a violent man, but these are different times, dear readers.

But I needed aid. I sought out the one person I knew I could depend on, because I was fairly sure he was someone I actually knew. Neo.

He was out on the bridge, cementing in a microline block. (Utter foolishness, them using microline. It lacks the dignity our old bridge had.) I felt there was no time for nonsense. I greeted him with a hearty "Neo! Old friend, I can't begin the say how good it is to see you!" He was surprised that I recognized him, and possibly surprised that I was myself, but not for long. We've both been through the same "dying and returning" thing, him twice now. Old news, for us.

Neo was just as clueless about our new situation as I; he was more concerned with building the bridge. I remembered that being a bit of an obsession with him before. Still, I was able to convince him to join me, after some prodding. And he was just as surprised as I was to find that Remalle was still among the living. We set off to find the damned fool together. None of the others noticed our search, as they were all too busy watching some elf merchants being torn apart by the zombie ogres.



We searched the entire fortress, I swear. For all that, we did not find Remalle. What we did find, well, readers, I find it difficult to digest.

It was a book. I found it in one of the out of the way bedrooms that had just recently been dug. What the title was, I can't say. But it was open to a page with a chapter head that read "The Fall of the Dwarf People and the Legend of Oceanbridge."

Well, our efforts there should be legendary. It was the next part that gave me pause, and by that, I mean it made me want to run for the hills. "If The Citadel known as Oceanbridge existed, it fell, I have discovered through diligent inquiry, due to four causes: The hostile attacks of Ape-Man and Elf, the Injuries of Time and Nature, The Domestic quarrels of the Dwarfs, and the Injury and Abuse of the Wishes of the Gods. The passing of centuries may have erased its physical form, but the Echoes of its fall still sound for us today."

The rest was similar nonsense, but the simple phrase "The passing of centuries" is what stopped me in my tracks. Centuries.

Clearly, dear readers, this is an even bigger mess than I realized.

((Keep in mind, You might know what's going on. Wilberforce does not. I might not either. The story has been kind of half assed. Trying to fix that.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Rhaken** on **March 21, 2012, 11:28:52 pm**

I sense Identity. It draws closer with every moment. My Host now travels with several of his kind, their numbers increasing with the passing of sun and moon. The few have become many, and my interference has kept the many from becoming few once again.

I have led them to shelter each night. My spiritual presence has kept the Terrors of Night at bay. My spectral hand points the way forward, ever forward, toward their destination.

Oceanbridge.

I know that name. It is a name heavy with History and Memory and even Identity. I can sense it. I can smell it. It is as if that name alone has awakened a sense I have not used since I was of flesh and blood.

Not much longer now. Oceanbridge calls. And with it, Identity. I feel myself stirring and shifting in unfamiliar ways.

Is this what mortals call anxiety?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Argelflirth** on **March 21, 2012, 11:49:05 pm**

Or ADHD (had to say it)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Blead** on **March 22, 2012, 04:12:16 am**

Could I perhaps be dwarfed as well? I don't mind the dwarf being male or female, but I would appreciate it if the dwarf were to join the military. Keep up with the good story telling. :)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **pregarrett** on **March 22, 2012, 08:37:17 am**

Any news from Gar? And his precious machinery?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **March 22, 2012, 11:37:04 am**

Meanwhile, Everyone Else!

Gar, sick of being ignored, had taken matters into his own hands. Building a long corridor of pressure plates, traps and other associated undead destroyers meant putting together a lot of a mechanisms. Tedious work, but necessary. Even more tedious when he was the only one doing it.

Unfortunately he had no help at all from Rushmik, who was still traumatized by... something or other. He'd been trying to meet with Bayar for weeks.

<code>`Gar', Mechanic</code>	<code>Construct Mechanisms</code>
<code>`Rushmik', Mechanic</code>	<code>Attend Meeting</code>

Why he was trying to meet with her in the mason's workshops was anyone's guess.

.....

Counselor emerged from the depths, a small reddish brown rock in his hands. "Hematite! It's about forty dwarf lengths down, but we've got metal!"

You have struck hematite!
→You have struck alunite!

Bayar (who was still confined to the bed in the middle of the food stockpile) clapped her hands. "Excellent work, Counselor! Now we just need a few dozen bars of that, plus some fuel so we can actually make the bars, and a blacksmith skilled enough to make the armor, and we might finally be safe!"

Counselor dropped the heavy stone. "All right, I know! Just give me time. The way things go here, it'll be weeks before I find more." He went back down the stairs grumbling.

Bayar shrugged. "I wasn't being sarcastic," she said, to no one in particular.

.....

A Message from the Department of Kilnworks and Witchhunting

Could any witches or vampires out there report to the office of Goldhammer? Please? The Minister is getting bored as all hell.

.....

Next: What's up with... Everyone Else! And More Dwarfings.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Argelflirth** on **March 22, 2012, 08:10:25 pm**

whistlewhistlewhistle (vaiting for dorfing)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Dermonster** on **March 22, 2012, 08:25:18 pm**

Quote from: Argelflirth on March 22, 2012, 08:10:25 pm

whistlewhistlewhistle (vaiting for ~~dorfing~~posessing)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **March 22, 2012, 09:46:31 pm**

((No more whistling. Whistling is banned!))

Everyone Else! (Still)

Ishar kept himself busy by patrolling, even though the gate was closed. The undead were a constant threat. If they weren't shambling over the ground, they were crawling up from the refuse pits, or flying over the damn walls so they could peck your brains out.

Today he had company on the patrol; the just named militia commander. There was something off about the man, Ishar decided as they marched up and down the yellow sandy beach. Maybe it was the fact that Ishar still wan't sure who he was. Easy enough to clear up.

"So, what's your name, commander?

"Derm."

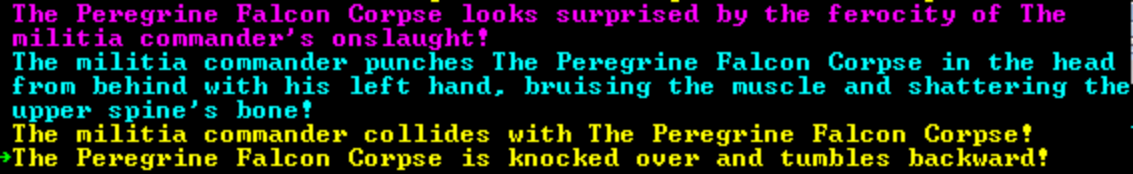
Or maybe that was what was off. "Derm? Sounds a lot like our old commander, Dermonster. You know him?"

Derm shrugged. "Derm's who I am."



Any further conversation was interrupted by a rather horrifying screech. Ishar looked up and saw a skeletal peregrine falcon diving at his head, (I'm getting pretty good with the damn bird names, he thought), as he jumped out of its path. It crashed into the sand, then stood and faced Derm and Ishar, somehow staring at them with its empty eye sockets.

Derm's reaction was quick, and brutal, and quite effective. Ishar was a bit surprised.



Derm shook his hand, wincing slightly. "Need to get me an axe."

.....

Aussie Evil had big dreams, involving massive engravings. The battles of the Gods, complete with demons and beasts raging through the boiling sky, while lowly mortals covered beneath them.

What he'd been assigned to do was smooth the floor of the dining hall.

Someone was going to pay for this. When he started his engraving, he was going to do a *scathing* one of Bayar surrounded by roaches, or cows, or whatever the hell she was afraid of. That would teach her.

.....

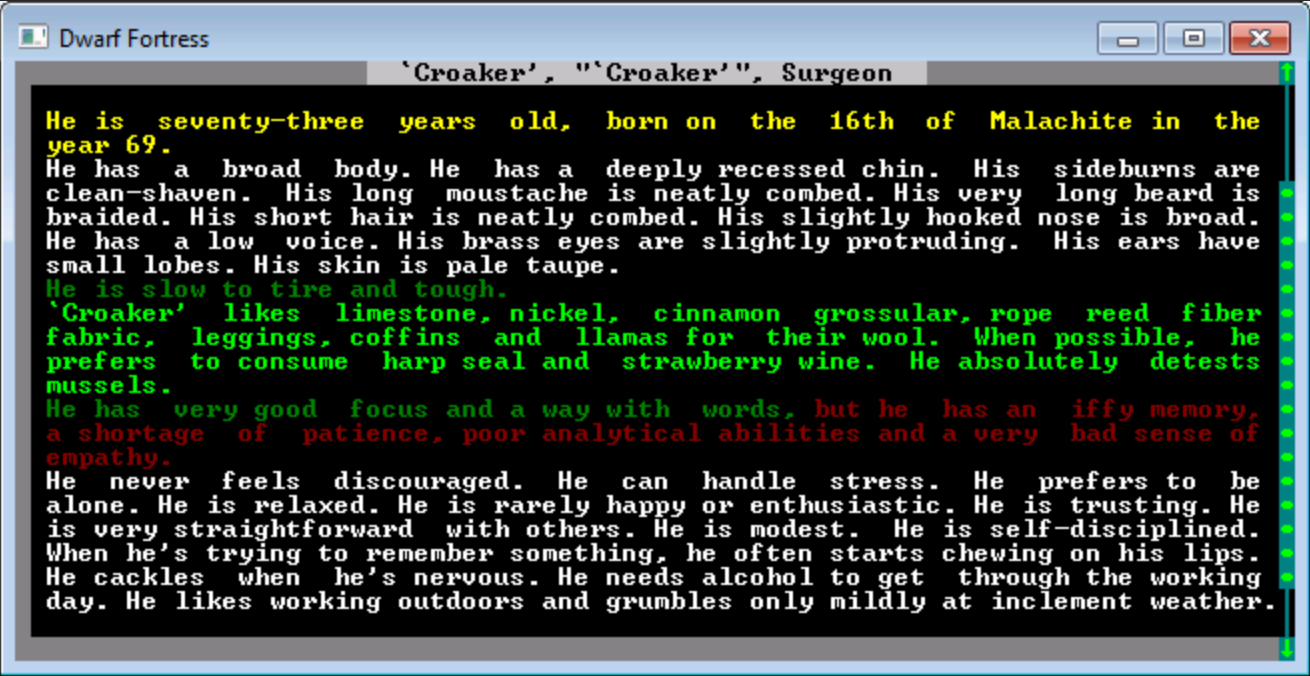
Migrants

The surgeon sighed with... relief, he decided, when he saw the walls in the distance. That had to be Oceanbridge. It had been a long, long journey.

"That's the place" he said, turning to his companion, whose name, he had just learned, was Argel. Yes, they'd been traveling together for weeks, but he'd just learned it all the same.



Argel frowned, leaning on her spear for support. "Not much to look at, is it Croaker?"



"I don't know... I think it's got a lot of potential."

.....

Next: Moods! Yak Skins! More Dwarfs!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort Thing**
Post by: **Corai** on **March 22, 2012, 10:04:11 pm**

Dwarf me as one of the poor sods that have to build the bridge.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **March 23, 2012, 12:24:52 pm**

((I shall!))

From the Memoirs of Wilberforce Amber Ropenourished

Stunning revelations this year, but unfortunately I'm still as lost as a frog without a pond, or something like that. I'm lost like an animal that was well suited to one place, but now finds himself in another. You understand the gist of it. I don't, I admit.

Fearful and foreboding incidents are still the order of the day around here, so no one was surprised when a soapmaker took over a workshop. He had a mysterious glow about his eyes, and some strange force kept the masons from entering and throwing the man out. A clear case of possession, though what by, I'm not sure.

Stodir Besmaród, Soap Maker cancels Sleep: Taken by mood.
Stodir Besmaród, Soap Maker has been possessed!

Eventually, he came out hauling a cabinet. Perhaps he was posessed by a dwarf's spirit, a spirit with a deep and abiding love of cabinets! It would make as much sense as any other explanation.

Ostukthimshur Etóm Dolil, "Sneakedpartner the Innocence of Locks", a basal

This is a basalt cabinet. All crafts dwarfship is of the highest quality. It is encrusted with rectangular basalt cabochons and encircled with bands of round basalt cabochons and oval hematite cabochons. On the item is an image of dwarves in sheep leather. The dwarves are traveling. The artwork relates to the foundation of Oceanbridge by The Great Bridge of The Seal of Visionaries in the early spring of 141.

Bayar, I hear, has ordered the construction of some solid steel weapons for the soldiers here. It must come as a relief to them, because Derm (Hm...) and Ishar and the rest just returned from beating a "living" yak skin back into the world of the dead.

z z z z z z
= z n n z z z
z z z z z z

Doing that barehanded seems like it would be unpleasant.

My quest to figure out this mess continues. I realize that I should have picked up that book that I saw before. Have to ask the owner, whoever it is.

.....

Next: Bridge Building with Slime

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Siverix** on **March 23, 2012, 06:27:34 pm**

Documentation of a possession by Gold Hammer, 141

Today I've overheard we had a possession. Investigating this rumor has led me to a Dwarf who's name is not important. Apparently this was a benevolent act what benefited the fortress and will not be investigated further.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Rhaken** on **March 23, 2012, 08:24:30 pm**

Memory and Knowledge. Purpose and Identity. I'm starting to get them all back. Not all of it, not yet. But it's a start. I remember who I was. Who I am.

I am Croaker. I was a doctor. Then I was a disembodied spirit, lost for so damn long I'd forgotten who I even was.

But I have returned. I have made a deal with the owner of my host body. During the waking hours, I control his body. He has it when sleep comes around. (Given the shit he dreams about, I don't think I'd mind much either). After all this time - centuries, as far as I can tell - I have a body again.

Damn, it feels good to be alive.

Now, first things first. I recall writing a chronicle of my life in Old Oceanbridge. I recall stashing it somewhere. I just can't, for the unlife of me, recall where. Guess I'll just have to roam the halls until the memory hits or I die of natural causes - which sure as shit won't happen here.

I may not have all my memories back, but at least I have my piss and my vinegar.

In the meantime, this fort needs my expertise on all things medical. Off to join the fort's hospital I go. When that's done, I'm off to roam the halls, meet some locals, see if I can sense anything that's familiar. I already know some of the folks from way back when are still around in one way or another. I wonder what they remember...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **kingfisher1112** on **March 23, 2012, 08:26:42 pm**

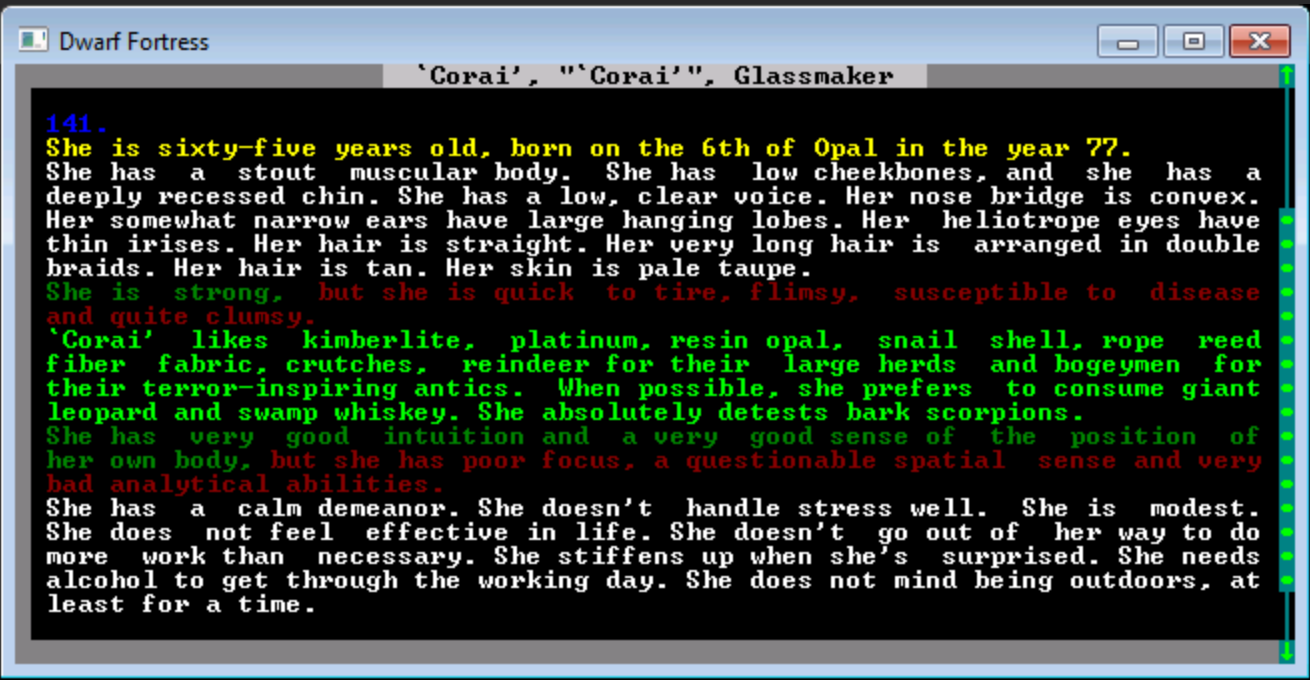
Did you dorf me as an axedwarf and/or doctor?

((I think I haven't! On the list.))

More of Everyone Else:

"And that's why I shouldn't be working out there. I'm a glass expert, and you've got me spending all my time hauling blocks of rock onto a cold bridge, made out of rock blocks.

Slime smiled at the glassmaker, who was named Corai.



Slime was in a good mood most of the time, and why not? The bridge was coming along wonderfully. It still lacked that... personality that a few deaths on site gave a project like this, but she was confident that would change soon. Meanwhile... "Corai, you're right, and I'm sorry."

"Really?"

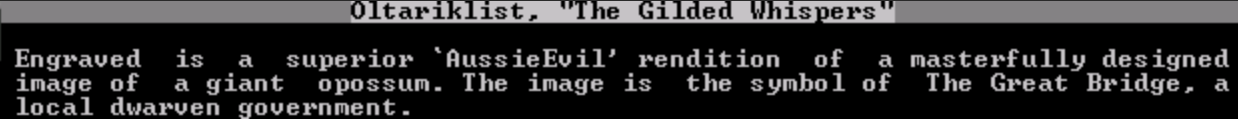
"This bridge needs a glassmaker's touch! I heard we found some rock crystal down in the mines! Can't you just imagine looking down through crystalline glass to see the raging ocean, far below you?"

"Uh... yes?"

"Great! You're in charge of that. It'll be dangerous, but this bridge has to be perfect. No risk is too risky!"
.....

The dining room complete, Aussie Evil was free to start engraving. Something simple to start with... yes, something that symbolized the fortress and its leaders, and their whole effort. He set to work.

A day later Essen came down to the dining room for a meal, and nearly had a heart attack when she saw what was carved in the pillars next to the stairs.



.....

Next: Short Conversations

((Possums are pretty scary, see.))

Slime is right, the death count is sadly and surprisingly low. No sieges or anything lately?

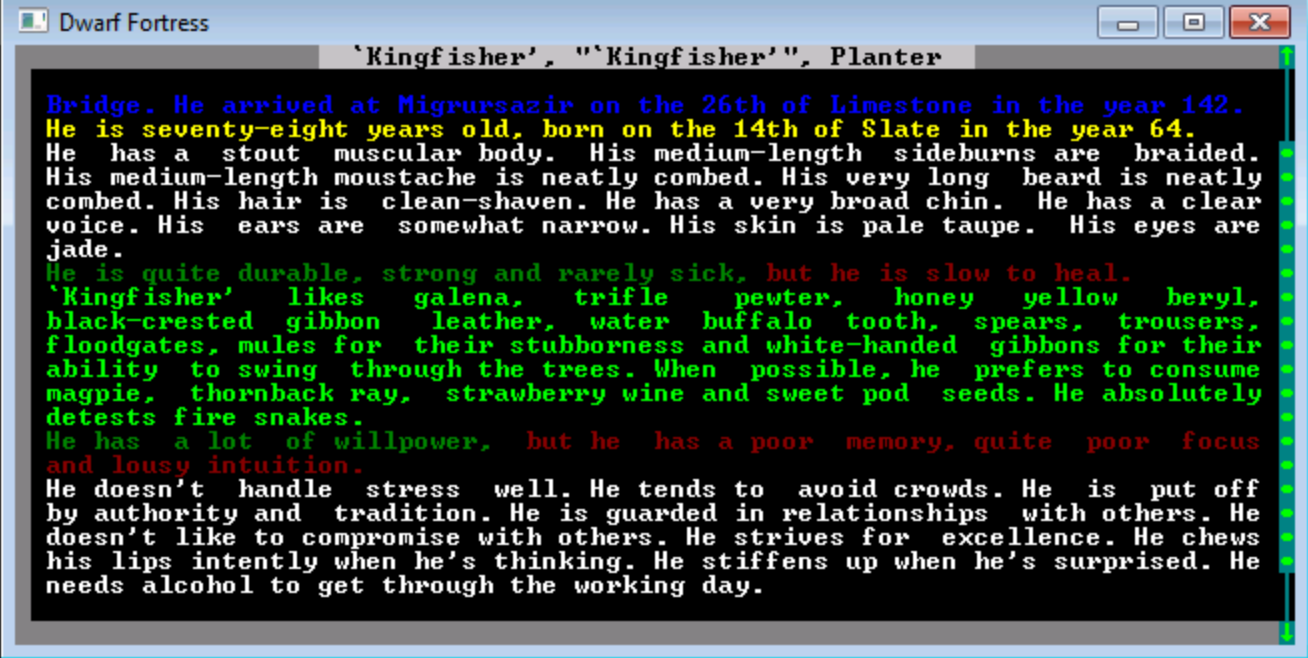
It's near the end of the second year, and I traded away over 1000 worth to the merchants. So, hopefully sieges?

((Wooo exposition))

From the Memoirs of Wilberforce Amber Ropenourished

My attempts to track down that book have been put off for the time, as more migrants have arrived! There's a surprising number of dwarfs living around here, I must say. Unfortunately, they were attacked by the zombie ogres the moment they arrived, so there's about two less, now.

This group was led by a certain Kingfisher, apparently a renowned warrior in the outpost he came from.



When the ogres struck, he struck back, hoping, I suppose, to hold them off until help arrived or until his companions reached the safety of the walls. The second part worked, but Kingfisher himself perished in the fight.

The Ogress Corpse releases the joint lock of The Ogress Corpse's right lower arm on The militia captain's right upper leg.
The Ogress Corpse punches The militia captain in the head with her right hand, jamming the bone through the skull, tearing apart the skull and bruising the brain!

A damn shame, as he seemed quite brave. I would have liked to have met him. Though odds are that I might, some day!

.....

Wilberforce sighed, and rolled up the scroll of paper he'd been writing on. It had occurred to him that, sooner or later, he would have to find the original copy of his memoirs from the Old Oceanbridge days. The new volume just wouldn't make sense without them.

"Wilberforce!"

Ah, Wilberforce thought. A strange whisper from the shadows by the door! No doubt someone who wants to keep his identity a bit secret here, so that would mean...

"Remalle! How are you?" He stood up from his bed, and strode toward the door. "Tell all! Are you one of the undead? Is that how you're still alive after all these years? I won't judge, not in a position to, of course."

Remalle stepped out of the door's shadow. "Please, shut up." He was definitely Remalle, Wilberforce decided. No mistaking that cautious and uncertain expression. The anger was a bit new, of course.

Remalle looked out the door before turning back to Wilberforce, saying "Listen, if I... I don't know, tell you a few things, will you answer a question for me? And then leave me alone?"

"If that's what you want, then yes. But I am immensely curious! What's going on with the world? And how are you still here? "

"Well, that's part of my question... But... ok, it's been a long time since Oceanbridge fell. It... literally fell. I and a couple of others managed to tunnel out to safety, and when we came out onto the shore, there was some sort of earthquake. The whole damn bridge fell into the ocean! I don't know how I lived through that either... The earthquake, the wall of water that hit the shore afterward, and then the undead. It was a nightmare."

"More nightmarish than Old Oceanbridge at the end?"

"I... yes."

"Very nightmarish, then!"

"I think that... something was released when that all happened. I don't know if it was Rakust, or something else... but after that, the whole dead coming back from the living things started, and things just fell apart. There were more disasters, those ice giants attacked everyone... Dwarfs and humans barely survived, I think. That was all a long time ago, of course. I don't know how long it's been exactly, and I don't know why I'm still alive. Some sort of curse..."

"A curse! You always did like your curses. I remember that."

"Shut up. Anyway, I've been wandering ever since. I just want to stay alive, and avoid ever coming back to this place. But I did, and now you, and Neo, and Derm are all back here! How? What the hell does that even mean?" That's my question."

Wilberforce nodded, though he wasn't sure why. "Why did I come back? No clue. Something to do with unfinished business, maybe. Floating about in the ether was a bit dull anyway, and this whole place is a mess and a half. It needs fixing, and that's what I intend to do."

"Fix it? Fix what? And how?"

"Not sure, Remalle, not sure. But I *will* do it."

Remalle shrugged. "That's all I've got for you, anyway. I'm going now." And with that, he did. He didn't even seem to move, he simply wasn't there anymore. That probably means something, Wilberforce thought.

He stood, watching the spot where Remalle had been, before giving up and sitting back down on his bed. He had a lot more to note down in the memoirs, that was certain.

.....

Next: Actual Exciting Things?

((Sorry for making Remalle Captain Backstory, but it does, I think, fit with the character. And I'm sorry about Kingfisher. He was an axdwarf, and he died about two minutes after I named him. Forgot to pause the game when I started writing the update, which is why he dies right in the middle of it.))

Oltariklist, "The Gilded Whispers"

Engraved is a superior 'AussieEvil' rendition of a masterfully designed image of a giant opossum. The image is the symbol of The Great Bridge, a local dwarven government.

((Possums are pretty scary, see.))

Giant possum? Those, who collapses dead at every danger? A symbol of The Great Bridge?!

Fits it the most!

Also, I think we should modify the Bridge Project. It should be hanging at supports at both ends, and linked to lever like this:

Code: [\[Select\]](#)

```
+++++ - Shore
===== - bridge
I+++I - The Bridge hanging at supports mounted to arcs above
+++++
+++++
```

Supports could be just at ends, or all along the length of bridge to top cat-walk way.

This design allows putting the final dot to Oceanbridge's history when Varnish gets too bored with it. Also, it can introduce the random chance of FUN - just release a macaque at control room. :D

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**

Post by: **Di** on **March 26, 2012, 11:32:18 am**

Quote from: peregarrett on March 26, 2012, 02:45:44 am

Giant possum? Those, who collapses dead at every danger? A symbol of The Great Bridge?!

Giant possum is at least three times bigger than a dwarf so it may very well crush the opponent with it's body when collapsing dead. ;)

Also, why is this still 34.02? I've heard new versions have a few fixes (for bugs I haven't encountered) and features.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**

Post by: **aussieevil** on **March 26, 2012, 08:34:19 pm**

(heard around the fortress, mutterings from AussieEvil the engraver)

The possum is perfect... the possum is perfect...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**

Post by: **varnish** on **March 26, 2012, 11:01:02 pm**

((I'm trying out the new version, haven't updated the title post yet. Short update for now))

Early Winter, Year Two

Shouting woke Bayar from her first decent sleep in months. Shouting, and someone shaking her arm, which was a doubly unpleasant way to be awoken. "Wake up, damn it, wake up. It's happening here, too!"

Bayar blinked. She could just make out a... person standing next to her. Haika? Yes, that's who it was. Haika, the planter. She'd always been a bit panicky, for as long as Bayar had known her. Hopefully this was nothing...

"What? Please, slow down, Haika. Tell me what you're talking about."

"That dwarf, Kingfisher or whatever his name was. He's come back! He's shambling around with the ogres, with his head still bashed in!"



All right, this is different, Bayar realized. "Damn. Let me get my spear."

.....

Next: No, Nothing Exciting

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**

Post by: **peregarrett** on **March 27, 2012, 06:59:45 am**

Spears suck. Dwarves, to hammers!!!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**

Post by: **varnish** on **March 27, 2012, 04:48:48 pm**

From the Memoirs of Wilberforce Amber Ropenourished:

The dead walk among us! More than usual, I mean. Kingfisher and the other recruit have risen, and set their sights on killing us all. Bayar has ordered them destroyed, as thoroughly as possible. When I asked why "destroyed", I was told that Haika, Bayar, and the other first founders had to flee their old home due to all the dead dwarfs coming back like this. I can understand why they find it upsetting; if you're going to return from the grave, well, there's better ways to go about it.

Still, it was cause for excitement for at least one dwarf. Gar, the mechanic has set up some sort of strange system of bridges and pressure plates, the idea being to crush any zombies that approach.



A fine idea, but it seems like he miscalculated the weights, or something like that, and when the peasant zombie arrived, he walked over the plates like they were... something easy to walk across. Ishar was prepared, and he crushed the thing's head in with his mace, before dumping it unceremoniously into the ocean, but still. Quite a disappointment for Gar. Ishar, on the other hand? A very accomplished zombie fighter, these days.

One zombie ogre in Oceanbridge
One zombie peregrine falcon in Oceanbridge
Two zombie buzzards in Oceanbridge
One zombie buzzard in Oceanbridge
Two zombie tiercel peregrines in Oceanbridge
One zombie horseshoe crab in Oceanbridge
One zombie dwarf in Oceanbridge

.....

Next: More of That Sort of Thing.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **peregarrett** on **March 28, 2012, 08:09:19 am**

Oh NO! Why, why didn't it worked?!?!?!? SHITshitSHIT!!!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Person** on **March 28, 2012, 09:11:42 am**

It's probably one of two things.
1. They remember where the pressure plate was and avoided it, being a part of your civ. Traders act this way if they see your traps and avoid them while hostile. Probably a bug if so.
2. The pressure plate was designed not to be triggered by dwarfs. The default option, and the sensible one. Also probably a bug, or a feature, because they are still a dwarf after all.
That's my ideas anyway. I don't know 100% for sure. I'm sure someone will test this with !!SCIENCE!! later.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Ishar** on **March 28, 2012, 10:31:43 am**

Hm... that should have worked with the previous versions of DF - surprising it's not possible now. Meh, more kills for me.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Siverix** on **March 28, 2012, 01:54:35 pm**

Documentation of walking dead by Goldhammer, year 141(is it still the same year?)

Dead things rising from the grave and refusing to stay dead in god forsaken lands may not be anything new to dwarfkind, these places are after all a place not even a god would want to keep track off. However this is the first time anyone has seen a dead dwarf rise from the grave as flesh and blood. I was going to propose we keep one of our dead comrades for the sake of !SCIENCE! but the militia commander reacted with no concern for proper protocol.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **March 28, 2012, 04:34:31 pm**

Quote from: Person on March 28, 2012, 09:11:42 am
2. The pressure plate was designed not to be triggered by dwarfs. The default option, and the sensible one. Also probably a bug, or a feature, because they are still a dwarf after all.
That's my ideas anyway. I don't know 100% for sure. I'm sure someone will test this with !!SCIENCE!! later.

This is what I think happened. That's the option I set it too, and the zombie water buffalo that came along later triggered them just fine.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **kingfisher1112** on **April 03, 2012, 06:51:52 pm**

WAT? I get here and 5 minutez later I'm a zombie. Sigh. Get me a new Fighter.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Siverix** on **April 04, 2012, 08:51:00 am**

Quote from: kingfisher1112 on April 03, 2012, 06:51:52 pm
WAT? I get here and 5 minutez later I'm a zombie. Sigh. Get me a new Fighter.

Do you have any idea what amount of paperwork such haphazard body snatching causes? It's enough to drive a dorf mad.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **notenome** on **April 14, 2012, 09:31:13 am**

oceanbridge?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **April 16, 2012, 08:44:46 am**

Update coming today.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **April 16, 2012, 03:05:10 pm**

((OK!))

Well, dear readers, when I last spoke to you we were facing a new sort of zombie attack: this one being the "old friends rise up and kill you" sort. Though Kingfisher wasn't my friend, or really the friend of anyone in Oceanbridge, the effect is still the same, I think. Disheartening. Morale is running low.

After the failure of the trap scheme, Ishar decided to take matters into his own hands, I assume. He led a group out the gate, and I, feeling the need to be useful, joined them. Ishar ran ahead of the group, and put Kingfisher and several undead falcons down with a few handy swings of his mace. A job well done, and if he had left it at that, the poor man might still be alive right now!



But he apparently felt he could take on the zombie ogres who are the source of our troubles. There were three of them, shambling between the dead trees, and they thought otherwise. I was unfortunately in a good position to witness Ishar's death, being just a few yards behind him.

→The Ogress Corpse punches The Wrestler in the head with her left hand, jamming the bone through the skull, tearing apart the skull and bruising the brain!

Perhaps some poor decision making on my part as well, there. I ran back to meet the rest of the militia, zombies hot on my heels. Lurching in that direction, at least. They aren't the fastest, otherwise I might not be writing this now.

After that... I'm sorry, readers. I can't even begin to describe what happened. "Chaos" is a decent word, but I don't think it quite does our battle justice.

One ogre tossed a spearman into our wall, which was quite some distance away. He did not survive. Kingfisher's body rose up once more, only to be crushed back into death by the butt of Bayar's spear. I'm told that he came back again and fell again one more time, but I didn't see it. The ogres died, got back up, were chopped to pieces, and the pieces themselves began trying to kill us. We were punched by severed hands, throttled by the mangled remains of legs... Harpies flew over head, which under normal circumstances would have been cause for alarm. I don't think we even noticed them at the time. Too busy doing battle with undead fingernails.

The Egarostuk's left hand breaks the grip of The Hammerdwarf's upper front teeth from The Egarostuk's left hand's third finger, left hand!
The Egarostuk's left hand attacks The Hammerdwarf but She rolls away!
The Hammerdwarf misses The Egarostuk's left hand!
The Egarostuk's left hand counterstrikes!
The Egarostuk's left hand misses The Hammerdwarf!
The Hammerdwarf bashes The Egarostuk's left hand in the left hand with her <<silver war hammer>>, shattering the bone!

Eventually it ended, and we somehow found ourselves back in the safety of the wall. We left behind a number of bodies, though how long they'll remain that way is anyone's guess.



I can't even imagine what will happen if we end up besieged in this place. I begin to understand why the dwarfs here are all so nervous.

.....

Next: Updates, On Time!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Ishar** on **April 16, 2012, 04:39:58 pm**

Oh. Still, well fought. This dwarf lasted way more than the previous, and wasn't even crippled in any way. At least he went down swinging, not to some bullshit disease, madness, or general dwarf idiocy. I'm proud of him.

Needless to say, dwarf me again if a capable warrior shows up.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Llamainaspitfire** on **April 16, 2012, 08:39:15 pm**

What is the Status on Jordal?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **notenome** on **April 16, 2012, 08:55:56 pm**

If you would be so kind as to dwarf me as architect, or more exactly an urban planner, perhaps a designer. A man, or rather a dwarf, that sees Oceanbridge not as a fortress, nor as a bridge, but as an opportunity. An opportunity to turn dreams into a bridge, or perhaps a bridge into a dream. An opportunity to channel that divine spark that dwells in all dwarfs, to make manifest and concrete the higher aspirations of dwarfdom.

For any idiot can build a bridge, but it takes a genius to build a monument. And a monument lasts forever. Or until the next world gen.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **neo1096** on **April 17, 2012, 12:54:46 am**

Who remains among the living?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **April 17, 2012, 11:53:19 am**

((Probably best not to answer that for now! It's going to change))

Late Winter, Year 2:

"There's Kingfisher again."

"Kingfisher... again..." Essen looked up from the tablet she was taking notes in. "How many times has that thing been killed?"

"At least three, though I can't say anything for certain. He's a stubborn fellow."

Essen looked at the list she had been making. 'Write down all the zombies you can see, so we know what we're dealing with', Bayar had said. It had seemed simple enough, but now she was uncertain.

"What about the ogre's hands? Do those count as a zombie each, or what?"

"An interesting question!" Wilberforce thought it over. "In my experience, brief though it may be, living dead body parts are quite independent. The original owner isn't involved, as such. Remember that yak skin?"

"Right. So, two hands makes two zombies, for a total of... thirty."

The field in front of Oceanbridge was filled with the undead.

peregrine falcon partial skeleton	Undead
tiercel peregrine partial skeleton	Undead
ogre corpse	Undead
ogre corpse	Undead
'Kingfisher''s corpse	Undead
Egarostuk's right hand	Undead
harpy corpse	Undead
Egarostuk's left hand	Undead
ogre corpse	Undead
Egarostuk, zombie ogressEgarostuk's mutilated corpse	
peregrine falcon partial skeleton	Undead

Essen sighed. "Ishar's out there too, now." She pointed at one of the shambling bodies. "It's terrible! We always lose our best soldiers to these things!"

"Don't feel too bad for Ishar. I'm sure he's not in there. It's just some malevolent entity of some sort animating his body, or something like that. It could be worse!"

Essen looked at Wilberforce, who, to her amazement, seemed serious. "Thanks, that does make me feel better." It was all she could think to say.

"Of course!"

.....

Next: Harpies and Engravers

((Going to do three or four short updates today, including dwarfings. Gonna do it.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Ishar** on **April 17, 2012, 03:37:55 pm**

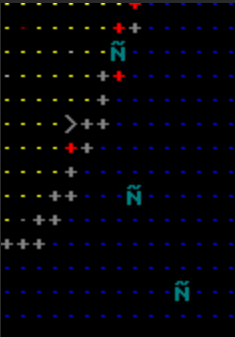
Hm. Do zombies keep the original skills of the host body? If so, my corpse could be a bit of a problem, with all that fighting experience.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **April 17, 2012, 05:16:30 pm**

((Not sure. It's worth testing, at least))

Late Winter, Year Two (Still):

"Aussie! Aussie Evil!" Jordal shouted. No response. He and Goldhammer had been sent to search for the engraver, who had gone missing after yet another harpy attack.



They hadn't had much luck. Very few people knew where the engraver kept himself even when things were peaceful. He was an odd one, Jordal thought. To Goldhammer, he said, "You think that Evil is a family name, or something like that?"

"No. I've looked at that man's engravings. Evil's a pretty good description, if you ask me."

"So why are spending so much time we looking for him?"

"Because he's missing! And because if he died somewhere in the fort, we got to find him before he "comes back", right? You want to see him come crawling out of the mines, hungry for blood?"

"Well, no."

"It wouldn't surprise me if he did. I've had my eye on him for a while. If he's not a zombie, he's something worse..."

Jordal had stopped. They'd exhausted most of the other possibilities, and were now up on the ocean facing wall. Waves constantly beat against the rough granite, along with driftwood, and the occasional dead seagull. And now, something else. "I don't think he's a zombie, Goldhammer, or anything else."

"Why not! He's evil, right? We just agreed on that!"

Jordal pointed. Aussie's body, still almost recognizable, was floating in the ocean, just beneath the shadow of the wall.



"Oh."

"Do you know anyone who can swim? *I'm* not going to go and fish him out."

.....

Next: Bridges and Ogres and More Story Things

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Ishar** on **April 18, 2012, 03:27:28 pm**

This could be an awesome opportunity to study undead under various conditions. Or they overwhelm and destroy the whole fortress. Science and FUN in one package, what more could you ask for?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Gigmaster** on **April 19, 2012, 12:31:24 am**

What you need my friend, is MAGMA!! Pump stack's out of the question.... do you have the capability to make a magma piston?

I've been keeping tabs of several forts stuck in the middle of undead-ing zones, and it never seems to end well... just look at the Markedangles fort and their giant army of dust zombies hiding under the ocean. Unless you have overwhelming force and great armor - and a way to quickly keep them down - I can't imagine anything being better than the old-fashioned Boatmurdered solution.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **peregarrett** on **April 19, 2012, 03:16:24 am**

When we'll get enough military to ensure safety, let's enprison some ogre zombies into small one-tile pens, surrounded by fortiifications. Like we did with falcon zombie just when arrived.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **April 19, 2012, 01:54:01 pm**

Quote from: Gigmaster on April 19, 2012, 12:31:24 am

What you need my friend, is MAGMA!! Pump stack's out of the question.... do you have the capability to make a magma piston? :-[

((That's the problem! I haven't been able to find any magma, at all. The main mine shaft is about 60 levels down, and I still haven't even found the caverns. It's... frustrating.

Anyway, my whole family is sick, so I'm going to stick to mini updates for now))

From the Memoirs of Wilberforce Amber Ropenourished: Spring of the Third Year of New Oceanbridge

The ogres came close to the gate today, which gave our friend Gar another chance to test his traps. This one also worked by some sort of pressure plate/bridge system, but properly weighted this time. Gar was certain of that. And sure enough, the bridge came crashing down on the heads of several of the monsters, with enough force to crush anything into a fine paste. Anything but these ogres. When it hit them, it promptly split in two. The noise was tremendous, and several blocks crashed into the ocean like giant block shaped fish, soaking us all thoroughly.

The end result? Three damp but otherwise unharmed ogre zombies, and a trip back to the drawing board for Gar. Those things have some damn sturdy heads.



We're into the third year since Bayar and the others settled here, and the mood is frankly grim. I shall continue to observe and report what happens.

.....

Next: Things Involving Doctors.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Llmainaspitfire** on **April 19, 2012, 07:51:55 pm**

Magma is at about 120, isn't it?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **peregarrett** on **April 20, 2012, 02:02:58 am**

No, NOT AGAIN!!!!

All right, they want mean work - they will get it! Behold - Ogre Crushing Stone Hammers!
Front view of passage:

z=3 ### - hammer made of stone,
z=2 | # - hanging over support, linked to plate or lever.
z=1 # _ - trapped path with pressure plates,
z=0 #.#. - channeled al along, ramps removed.

mainainance constructions, top views:

z=3:
=== - bridge, used to construct walls
- hammer handle

z=2:
| #= - bidge, used to construct hammer head

Hammer should be constructed in such order, to avoid acidents:
1) Build support at z=2
2-4) build "hammer handle" walls at z=3, strictly one by one from left to right
5) build "hammer head" wall at z=2.

Sone science should be made about where to place trap plate - directly below hammer head or one step before, to make hammer strike the moving target. Maybe both places.

Also, it's possible to make two sets of hammers from both sides at comb pattern, some levels higher, to cover whole passage

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Ishar** on **April 20, 2012, 02:32:45 am**

Pressure plates alone won't stop the undead dwarfs, that's already established.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **peregarrett** on **April 20, 2012, 03:31:57 am**

Quote from: Ishar on April 20, 2012, 02:32:45 am
Pressure plates alone won't stop the undead dwarfs, that's already established.
Not in case when plate set to "Civilians trigger", I think.
Anyway, there's always emergency lever option.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Gigmaster** on **April 20, 2012, 10:46:21 am**

I think so? But ... at this point, honestly, I'm all for going straight to ground, maybe mining out a few branching passages to the edges of the map near where the immigrants have been coming from. Give each a couple of moated bridges for safety, get everyone inside that you can, and hole up while we try to find magma.

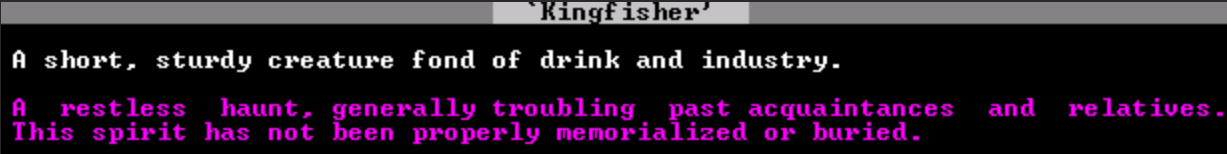
Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **April 20, 2012, 03:10:09 pm**

((Ideas! I'm not sure I understand what is meant when you say "comb pattern", though.))

Croaker and the Ghost

Croaker had his hands full. Leaving aside the search for his old book, which he was beginning to think he would never find, there were the injuries. Never in his life- never in his memory had he dealt with so many, so often. Zombie falcons and hawks attacked the bridge every other day or so, and there was always at least one broken hand or slashed leg to deal with.

And on top of all that, he was being haunted.



Kingfisher's ghost wasn't too bothersome, except for his tendency to slide through the walls when he or Scientist MK. III were busy with surgery. But the undead situation was confusing to him, and that was in turn frustrating. Kingfisher had died, and returned, over and over again, as a zombie. Now he was a spirit, but, and this was the curious thing, not a violent one. Had the undead Kingfisher still retained his personality, or was he just a lifeless husk animated by... whatever? Had killing him (repeatedly) finally freed his spirit, or had it been wandering from the time of his first death, only to surface now? Was that why he wasn't trying to murder them all?

Of course, people returning from the dead was looking common enough to be mundane, but the questions of why and how still needed an answer. Any answer.

.....

Next: No Answers, Only Artifacts. And Interviews.

((Man, you just can't keep Kingfisher down. He's done more as a corpse than most of the other dwarfs in the fort.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Gigmaster** on **April 20, 2012, 03:41:06 pm**

Oh - and I don't think I mentioned this, but could you dwarf me? Preferably some kind of builder or smith, or miner.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **neo1096** on **April 20, 2012, 03:43:35 pm**

From the Diary of Neo:
If it were possible, Oceanbridge has only become more grim since it was refounded. The corpses of the dead walk, and they want nothing more than to destroy all of the living. I wonder if the dream of bridging the ocean's gap is truly possible. But I cannot give up hope, for only through completeing the bridge will I ever be free to move on.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Stoutpants** on **April 20, 2012, 04:28:52 pm**

This is my favorite community fortress, hands down.

I'd like a dwarf if possible. Not too picky about the profession.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Siverix** on **April 21, 2012, 05:05:08 am**

Report on the walking dead by Goldhammer.

I overheard Croaker talking about almost severing some poor chap's nerves when kingfisher's ghost came though a wall and startled him. This is very disturbing because his dead body still shambles around outside. In the days of old an investigation in to such matters could have been conducted with relative ease. All one had to do was consult a priest of one the gods of the dead alas now the gods barely ever answer the calls of the dwarves and even if they do it usually ends poorly.

Quote from: varnish on April 20, 2012, 03:10:09 pm
((Ideas! I'm not sure I understand what is meant when you say "comb pattern", though.))

I mean, even hammers are built hanging from left, while odd ones from right, and separated by height like that:

```
top view:
###
  ###
###
  ###
###
  ###
###
  ###
```

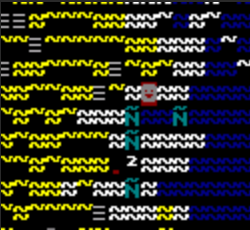
```
side view:
###
# I
#
### #
I # #
# #
# O #
```

Red ones are set a few level higher, so they aren't connected to each other. This allows them falling one by one, as they hang on supports only.

((Ok! Think I got it. Building these things always takes time, though, because there's always undead birds around. *A/ways.*))

From the Memoirs of Wilberforce Amber Ropenourished:

Luck is not with us, readers. Two more burials today (I say burials, but we haven't actually buried anyone, this being one of our main troubles. They were fresh recruits who thought that a few ogres wouldn't take much killing. I can't say if that is true or not, as it was Ishar that killed them.



While Bayar and the rest prepare to deal with the aftermath, I continue my efforts to understand the dwarfs here. I met Gar in the dining room, poring over some new plan of his. An excellent opportunity to find out what his reasons for being here were. I made my approach subtle; as I'm sure you readers will be able to appreciate.

A transcript (more or less) of the conversation follows:

"Gar, is it?"

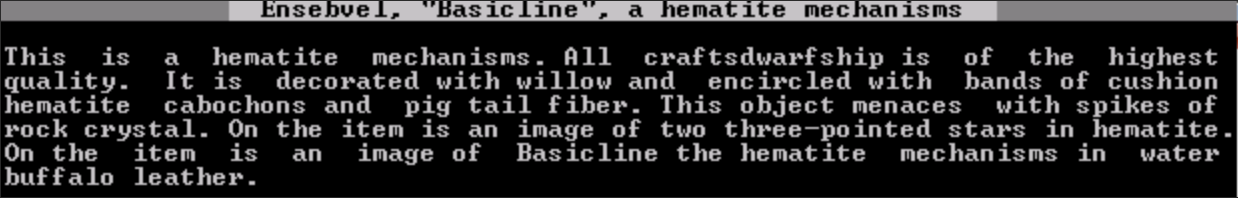
"That's me. What do you want, Wilber?"

I reminded him that that was not my name, he said that, yes, he knew that, and I asked him just what in any god's name he was doing in a place like this. It may have come out bluntly. I'm not about to get nick-named Wilber.

"Are you joking? This is the only place around that might need a mechanic these days! Everyone else out there is just trying to survive. They've got no energy left for anything else. You show 'em a plan for a multi-tiered animal crushing wheel and they look at you like you're crazy. Bayar, though, she said to me 'great! Come help build this huge bridge I want to build!' That's why I came along."

It was an answer, of sorts. Feeling that line of inquiry die out, I asked him what he was working on.

"Well, look at this mechanism that that Rushmik made:



Pretty amazing, right? We're going to put it in my new trap setup, use it to crush old Ishar into a pulp. Can't see him coming back from that!"

I thanked him for his answer, and wished him the best of luck. He bustled off, very cheerfully. I hope he has good reason for his confidence this time.

.....

Next: Goblins and New Faces Galore.

((Backstory! I'm mostly sure I didn't write an update almost identical to this earlier. It's... getting hard to keep track. Dwarfings in the next update.))

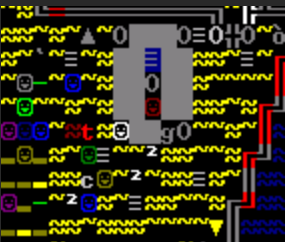
((Pic-tures))

From the Memoirs of Wilberforce Amber Ropenourished:

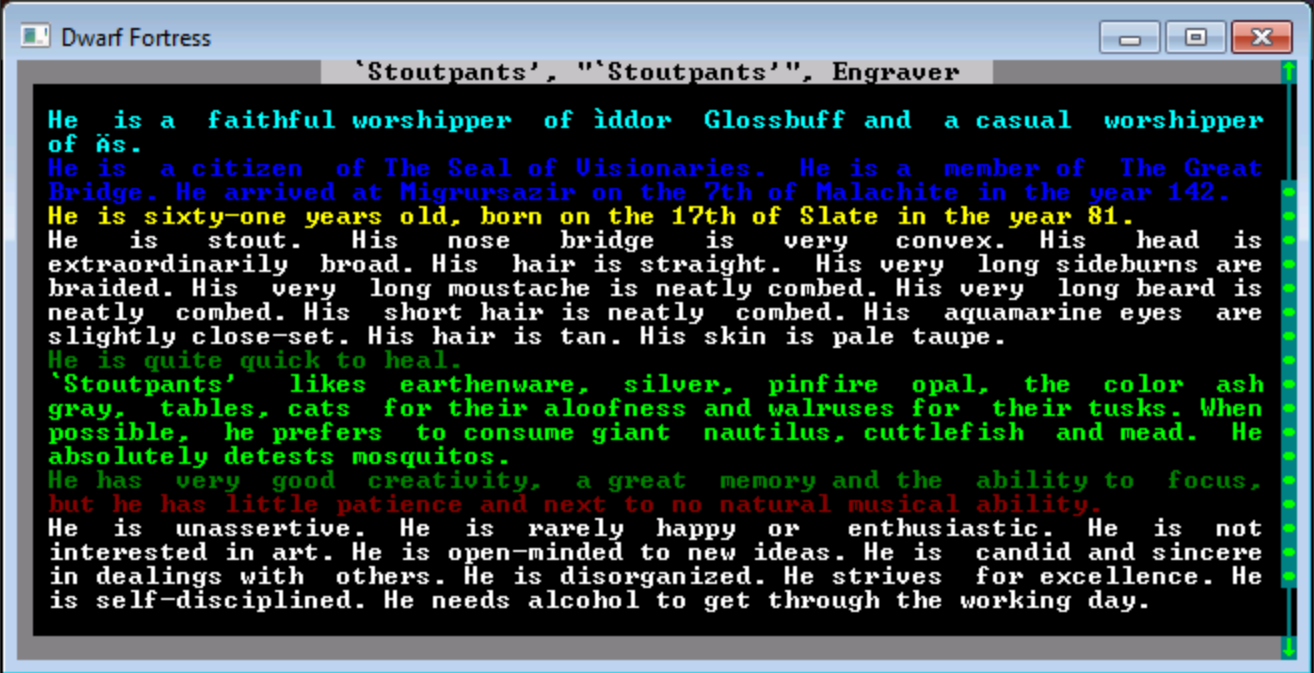
Ah, spring! The grey clouds are a little less grey, rain falls like rain, rather than thousands of rock hard watery bullets, and life in Oceanbridge becomes almost tolerable!

I kid, of course. But this spring has already produced some remarkable events.

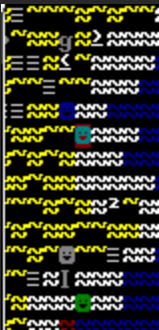
First, goblins! I admit to not being surprised that they survived all the various disasters; if any living thing has a knack for survival, it's those creatures. This particular representative of their kind attempted to kidnap Amost Plankspun, who is someone's daughter. Whose, I don't know; there's a number of the little things running around these days. The goblins was apparently standing right over the girl when a one "Stoutpants" spotted him and raised the alarm.



Stoutpants then ran for his life, but his actions were still fairly brave, so I say "Well done, Stoutpants." Not out loud, though. After reading it, I thing that sentence might sound odd.



Derm and the rest of the soldiers gave chase, and Derm did what he's always done best. By that, I of course mean killing things. He sliced the goblin's head clean away from its shoulders.

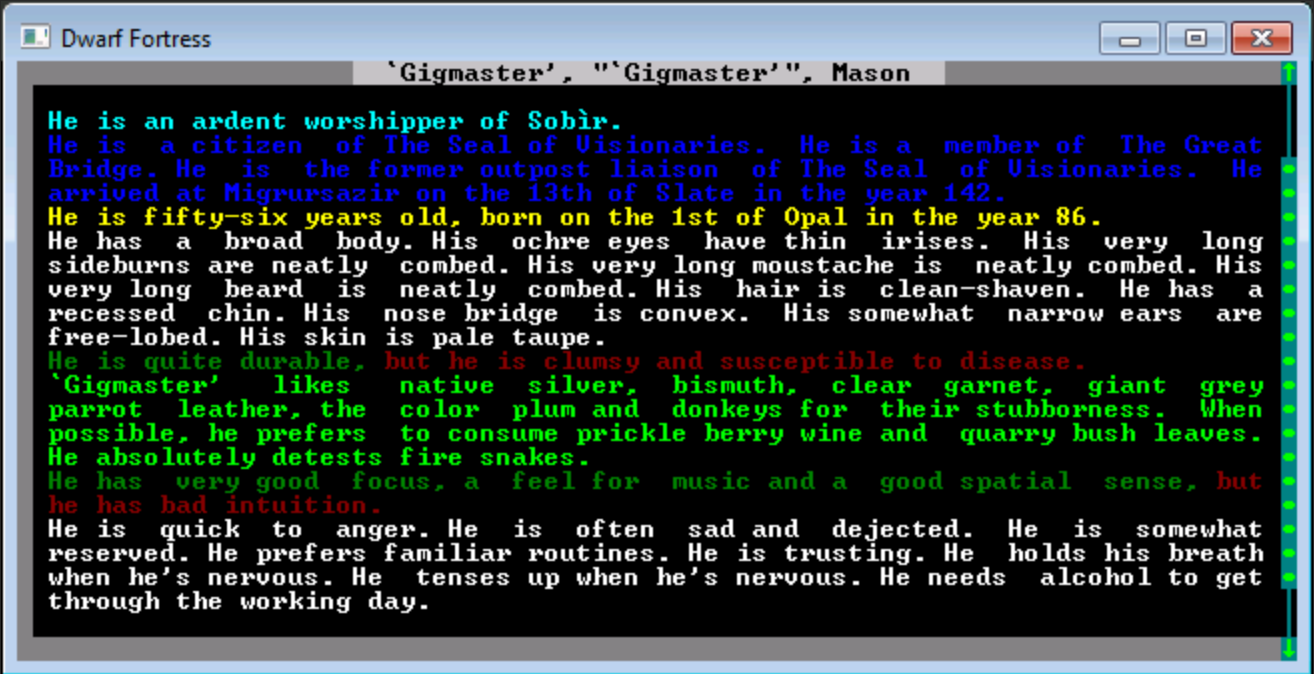


This meant, however, that not a soldier was left nearby when Gigmaster spotted another goblin in the middle of the Bridge.



I think we can forgive him his shock, readers, as there is absolutely no reason a goblin should have been there! Did it swim? Do goblins even know how to swim?

Gigmaster told us that he was lucky to escape with his life, but the unfortunate result is that the goblin escaped as well. If the goblins these days are anything like the goblins of the old world, we can expect trouble from this.




The series of events was capped off by the arrival of a kobold thief.

Zuntir Kûbukinet. Gem Cutter cancels Drink: Interrupted by Goblin Thief. Thief! Protect the hoard from skulking filth!

I had a bit of trouble believing that report, but I have looked over the body, and it appears true. Understand, dear reader, that in the days of Old Oceanbridge, kobolds had long been extinct, due to starvation, I believe it was agreed.

They appear to have returned. One wonders how. We can't question this one.



I may have to look for Remalle and Neo once again. Too many mysteries, not enough answers.

.....

Next: Something?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Stoutpants** on **April 23, 2012, 01:38:55 am**

You choice for my dwarf is right on the mark!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **peregarrett** on **April 23, 2012, 05:19:34 am**

Kobolds died off, kobolds returned... who cares at all?

Also, I think I have sketches of Ogre Crushing Device Mk II:

```
front view:
7 #___# - floors
6 # I # - support
5 # # # - warhead
4 #___#
3 # I #
2 # # #
1 #   #
0 ##O## - Ogre!

top view, with maiteinance constructions:
7 #+++#
  #   #

6 #=I+# - floor section at right used to hang warhead till support is constructed. When it is, floor should be
removed. Bridge at left used for linkage
  #   #

5 #=# # - bridge section used for constructing warhead. Since there is a fl0or section above, it hangs safely.
  #   #

4 #   #
  #+++#

3 #   #
  #=I+#

2 #   #
  #=# #
```

It's easier in construction, but lacks some charisma.. Hammers are cool, and single-block bombs suck. But both should work ::)

Also, nice color pattern at Bridge. I do like it. How long it is now?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **kingfisher1112** on **April 25, 2012, 08:13:25 am**

REVENGE TIME! Redorf me as kingfisher, vengeful spirit of vengance. He shall enact his vengance upon vengeful zombies with his vengeful axe.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Gigmaster** on **April 25, 2012, 02:59:53 pm**

Yay! I win the award for most vulnerable personality ever!

I'm trusting AND quick to anger AND often dejected? I look forward to going berserk with great anticipation.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **April 26, 2012, 10:18:54 am**

((Woo, finals week! That is all))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **DeepBlue** on **April 30, 2012, 09:29:51 am**

This is awesome! :)

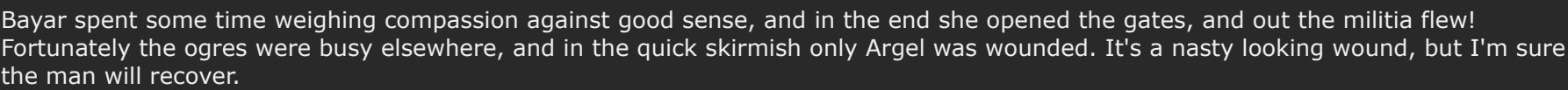
Dorf me please, any kind of smith of metalcrafter if possible.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **May 04, 2012, 11:05:02 am**

((No more week long breaks, ok?))

From the Memoirs of Wilberforce Amber Ropenourished:

The lovely spring has brought us another mixture of migrants, as surely as the robin... I'm not sure, does whatever it is that birds do. This little group actually had the sense to bring along a guard, and the man found himself with plenty of work to do, what with the buzzards, zombies and so on.



The migrants reached safety without a scratch among them, and our population is now around 71, I'm told. The rumor is that this is an unprecedented number of dwarfs living in one place! Well, it's certainly becoming cramped, but Old Oceanbridge was much larger. Once again, a reminder of the sorry state this world is in, I think.

In the meantime, I've asked a few people "The Kobold Question", and have received a variety of answers, most of them obscene. They can be summed up as "Why the hell do you care?" I suppose there are more important things to worry about these days.

Next: Bridge Building Information!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **aussieevil** on **May 04, 2012, 04:29:15 pm**

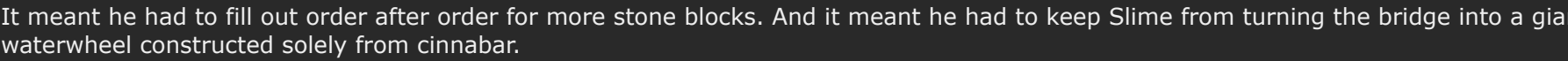
So, am I memorialized or is there a chance of a haunting?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **May 04, 2012, 09:40:18 pm**

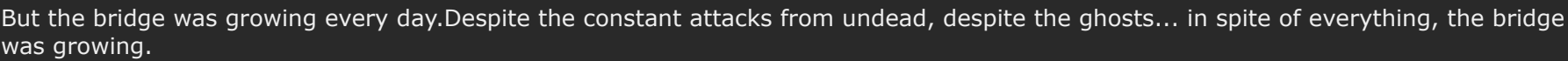
((Good chance of a haunting, I think))

Early Summer, Year Three

Up on the bridge itself, Neo toiled away. His single-minded dedication to building the bridge meant that he had been named head foreman, or some nonsense like that. In practice, it meant he had to spend too much time directing confused, exhausted peasants down to the middle of the bridge, where he had built a sort of station for builders to rest and recuperate.



Some parts of the bridge were still pretty colorful.



Next: Possessions!

((Just a way of saying that yes, I am building the bridge.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **peregarrett** on **May 05, 2012, 06:49:37 am**

Inspired by colorful Bridge and a song from 80's -
A Party Song!

```
This is B.R.I.D.G.E!  
This is B.R.I.D.G.E!  
  
It is B - beautiful!  
It is R - rock-constructed!  
It is I - incredible!  
It is D - damming the ocean!  
It is G - ground-trembling!  
It is E - yeeeeeeaaahh, dude!!!!
```

Can I have my own statue garden somewhere in the middle of Birdge? Say, at cubicle above that workers resort. I'd like to place

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **June 04, 2012, 12:02:29 pm**

I'ma try to get this going again. Update soon, etc.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **DeepBlue** on **June 05, 2012, 05:42:47 am**

Quote from: varnish on June 04, 2012, 12:02:29 pm
I'ma try to get this going again. Update soon, etc.

I was about to lose hope you'd ever return :D

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **neotemplar** on **June 05, 2012, 08:59:24 am**

I would like to request a dwarf.

Gender does not matter
Name: Neotemplar
Job: Military
Weapon: Pick

Narrative basis:wants to mine foes for their metal equipment.

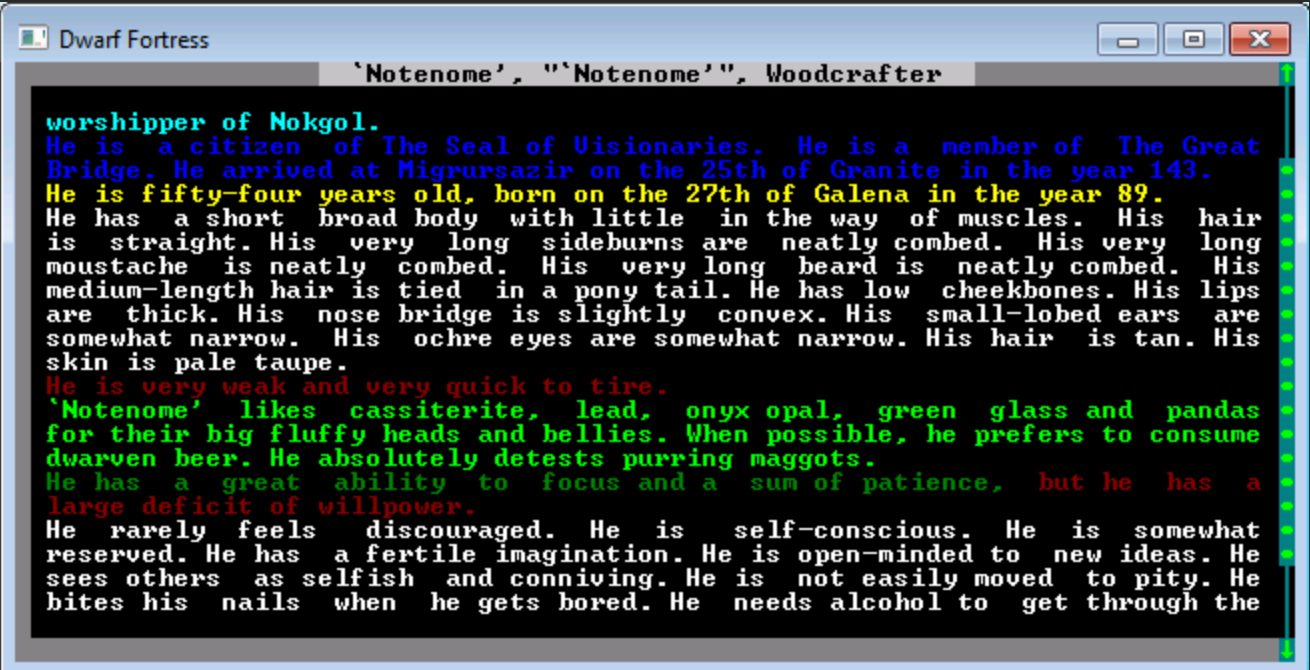
Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **varnish** on **June 06, 2012, 04:04:23 pm**

((Restarting is harder than I expected, mainly because I forgot what happened in the fort, and what I'd been planning. Slowly getting back on track.))

From the Memoirs of Wilberforce Amber Ropenourished

When last I wrote, dear readers, we had breached the caverns, and the dwarf Argel had gone missing. The first was rather a cause for celebration, but the second has turned to be full of... consequence, if that's the word I'm searching for. Consequential.

The report comes to me from Notenome, one of the dwarfs who has been wrangling for the position of Chief Bridge Architect.



Counselor, not being a fool, drafted several citizens into his little search party, Not being included in the bunch. N. tells me that they did a fairly thorough search of the grounds, then moved out beyond the walls. Counselor no doubt felt he would be fairly safe, as he was fully armored and armed with a pick that was no slouch at slaying the undead.

Well, I don't want to spend all my time leading into what is no doubt obvious to all of you. They found Argel, mangled quite horribly, dead, but not at peace.

Argel's corpse	Undead
Zan Shashdonavuz's right hand	Undead

The fight that ensued was brief. Argel's corpse slew Counselor and another of the rescue team.



Notenome took the far-sighted view that two fresh bodies would soon mean two new zombies, and fled the scene. He's back up on the bridge now, arguing with Slime over something architectural.

Another loss, then, for all of us. Counselor helped found New Oceanbridge, and I've got a feeling that his death is going to lead to trouble. Put it down to intuition, and the fact that there's a fortress-wide meeting called, held today.

There may even be a committee.
.....

Next: Meetings! Woo!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Ishar** on **June 06, 2012, 04:38:33 pm**

Yay!
Footnote: Do I have a dwarf currently? There were much of them dying, I lost count a while ago.

I would like Mr. Anderson to be reincarnated. As a marksdwarf. Something tells me he won't be living again for very long.

On a rotten, torn piece of paper reads...

"I don't know what happened. Oceanbridge is in utter chaos, there's no one but unrecognisable corpses of the dwarves. I woke up in what seems to be the old magma forges, things are hard for me to remember, everything just seems like a blur. I am hearing laughter of goblins, and much, much worse things above. I think... I think I died. I feel horrible right now, I remember just standing half-concious at a wall for days on end, I am still a bit detached. My body doesn't look at all the same. It's covered with scars and burns, they look like they were fatal, yet I have no wounds.

There is a crossbow and a quiver of bolts nearby. I don't know how to fight, but I have memories of many fights, I don't know if those will help or not. I'm going to try to reach the surface and get out of here."

Mr. Anderson snuck up to the outer wall, shooting some of the goblins in the back of the head with the crossbow. They were surprisingly easy to hit from point blank. Then, at the outer walls, the gate was forced open, and a single goblin spear-man was standing there. He had been spotted!

Mr. Anderson shot a bolt at his incoming attacker, but it missed. By quite alot, actually. He didn't have enough time to load another bolt, so he hefted the crossbow by the stock, and struck at the goblin. It was deflected, and the goblin counterstrike d, grazing Mr. Anderson's left shoulder. Hitting again, Mr. Anderson sunk the pointed metal side of the bow into the goblins upper body, sliding through his ribs. The goblin jumped back, surprised at the pain, and slightly winded. It was a good hit, but not fatal. Mr. Anderson didn't give the goblin time to react though. Bashing and stabbing, all the goblin could do was dodge, until he saw an opening. He stabbed Mr. Anderson right through the hand with the spear. Gasping in pain, Mr. Anderson grabbed a bolt from the quiver, and jabbed the bolt through the goblin's heart. The goblin slumped over, spear still embedded in his hand, and Mr. Anderson soon joined him, passing out from the pain.

It was night when he awoke, thrown in a pile of corpses outside of the wall. The goblins must have thought he died. He looked at his hand. The spear was ripped out, leaving a rather nasty hole, that was clotted up, and surprisingly not infected. Regaining his senses, he ran far away from the fortress, using the bridge as far as it went, jumping off it, and swimming to the other side of the ocean. What happened? Mr. Anderson is determined to find the answer to that question.

((He shall return, then. It might take a few days, though. Got a lot to work through.))

The Meeting:

The dining hall was already packed by the time Wilberforce arrived, and buzzing with conversation. It was the work of several moments, and some well-placed elbows, before he fought his way through the crush and found a seat.

"A lot of people here, Neo! I had no idea people love meetings so much. I mean, I like a good meeting, but this is rather ridiculous."

"I think everyone's down here because there's another skeletal falcon attack going on."

"Ah, that might also explain it." He frowned as water began dripping from the ceiling onto his head. "I hope this meeting involved fixing the damn roof. It would be embarrassing for us all to be drowned before the undead can get to us."

Neo held a hand up. "I think something's about to start. Shut up for a minute."

The dwarf who took the floor was, to Wilberforce's general surprise, Goldhammer. The stout miner looked nervous as he climbed up on one of the granite tables, but his voice rang out with confidence when he began to speak. "Bayar is a complete incompetent!" It was more of a shout than anything else, and the buzz of conversation in the room died out.

Goldhammer nodded. "Got your attention, did I? Good! As you all know, I am Goldhammer. I have made it my task to hunt down witchcraft and wrongdoing in this fortress, as well as build lots of kilns. The kilns are important, and we haven't built any, and that's just infuriating..." He seemed to realize he was losing his subject. "But as for Bayar! Her failures have become too much for me to ignore, and for a whole lot of us to ignore. There's only one thing to do about that!"

"Well, here's a tradition that hasn't died out," Wilberforce whispered to Neo. "No doubt he's going to call for an election, get himself in power and so on. The same thing happened to me, if you remember."

Neo nodded. "I think I was there when that happened. One of me, anyway. Hold on... was that before or after the first time I died?"

This time Wilberforce shushed Neo, as Goldhammer continued. "We must find a new leader..." Wilberforce nodded to himself. "And Bayar must be thrown to the undead that she can't defend us from! Let her die like all the soldiers who have died!"

This statement caused an uproar, but not as much of one as Wilberforce expected. The militia members (the ones still alive at any rate) were very angry, that was certain. Haika was also one of the loudest voices raised in protest. "You can't just do that! She's our leader! She's out there fighting off giant birds right now! That's got to be worth something!"

"She also got Counselor killed!"

Goldhammer didn't let the shouting keep him silent. "Throw her into the wilds or the depths at least, that's just the way it has to be. When has any failed leader been allowed to stay and make further trouble? If Bayar is worthy, if she's free from the curse over this land, maybe she'll survive."

"What the hell does that even mean!"

Wilberforce watched as the argument went on, and on. He couldn't do much else, he realized. To most of the other dwarfs here, he was still just one more peasant. The only thing he could do was watch.

.....

From the Memoirs of Wilberforce Amber Ropenourished:

And what an argument it was, dear readers! To my surprise, Goldhammer had the support of most of the masons. Since this fortress is dedicated to building a large bridge, primarily from stone, that's quite a few people! So, a vote was called for, to be held that very day. Things move quickly here, at least in regards to power plays.

The vote was held, but the results are... well, if Goldhammer wanted to be placed in charge himself, the fellow is very disappointed right now. The dwarf who is now mayor is probably disappointed as well, as it's our old friend Remalle.

Well, well, well.

As for poor Bayar, I'm not sure what will happen. That's in Remalle's hands now, I suppose.

.....

Next: Humans, Mandates, Etc.

((One decent sized post for one tiny event. Man. I can't even tell if the post makes sense.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **Remalle** on **June 12, 2012, 05:36:47 pm**

Ha! I've survived the fall of this fortress twice already, let's see if I can prevent it happening again on my watch.

I demand two golden statues of myself flanking the fortress's main entrance!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **Mjattie** on **June 12, 2012, 05:41:00 pm**

((Well, I am going to keep doing journal entries of Anderson wandering around the shattered world, and try to explain better how Mr. Anderson is alive in his dead body.))

There is a small, poorly written animal hide book that reads:

Mr. Anderson's log, Entry 1

I really don't know if anything that isn't a monster is left. There are creatures of horror - they look dead, but they still walk. I even saw one with his head split open and legs cut off, but it was still absently dragging itself along, like nothing was wrong. It's been a few days since I escaped from Oceanbridge, and perhaps I would have been better off there. Actually no, I'd be dead by then if I had. I haven't slept more than a hour in the past three days, the ash I am breathing makes it almost impossible to. What grass that isn't coated in ash is brown and diseased, and there are dozens of smoke clouds in the horizon. I'm afraid of moving inland, so i'll stick to the shore. My right hands been healing, quite quickly for a wound it's size, but writing with my left hand is harder than it seems. I need to find a coastal town and get some gear, and hopefully a boat. Something tells me that the islands will be safer than the main continent. Let's just hope that my bolts last until then.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **June 12, 2012, 11:46:19 pm**

Sounds good.

So, before the next update, I'm going to re-read the entire thread. It's been a while since I've done that. In fact, I'm not sure if I ever have.

So this might take a bit! I also plan to count just how many different versions of Derm, Ishar, and the rest there have been.

Update (hopefully) soon.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **neo1096** on **June 13, 2012, 02:59:22 pm**

I like the way this is going, and the way you've set up my dwarf's personality and interactions is perfect. Keep up the good work, varnish.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **June 13, 2012, 07:27:15 pm**

((Still rereading. Man, I'd forgotten half the things that happened. Also, I once said this:

Quote

Interesting to know what will happen if I abandon. Fortunately, I don't intend to do that any time soon.

Ha.))

From the Memoirs of Wilberforce Amber Ropenourished:

As I said before, Remalle has been elected mayor. Bayar, however is still among us! I put the question to Goldhammer, and it seems that the tradition of banishing a failed leader is, well, a tradition in these more brutal times. Remalle, having been present in the world for the past centuries no doubt knows about it, but he hasn't taken steps to banish her yet. He was a fairly decent dwarf when I knew him last, perhaps that still holds true. Who knows what Goldhammer intends to do, though.

I haven't had a chance to talk to him about any of this yet, but his first official act was to mandate the construction of one splint. Fair enough.

Mandates: Make splints <1/1>

The next order was to construct to gold statues of himself. That's not something I could have imagined the Remalle of old doing, but he knows his own mind, as they say.

We were all afforded a distraction from the political upheaval when one of the new miners gained the characteristic glow about his eyes and went for a shop.

Kib Malsigun, Miner cancels Store Item in Barrel: Taken by mood.
Kib Malsigun, Miner has been possessed!

He emerged with this.

Mistêm Merir, "The Portals of Pregnancy", a slate armor stand

This is a slate armor stand. All craftsddwarfship is of the highest quality. It is encrusted with rectangular slate cabochons and encircled with bands of water buffalo bone and iron. This object menaces with spikes of slate.

It'll be an interesting trinket to show to the human merchants who have arrived, assuming they survive long enough to reach the gate. That is, of course, quite a big assumption to make.

.....

Next: Merchants!

((I like the log so far, Mjattie.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **June 14, 2012, 02:59:37 pm**

((This old thing again? Yes))

Exerpt from "The Decline and Fall of the Dwarf People", by E. Taksmo

...After the retreat of the dwarfs from the great Mountainhomes, the authority of the humans gained a precarious establishment in the hills. The disaster that afflicted the dwarfs fell with equal savagery on our own ancestors, and it was only by emulating those great builders to a degree that they survived at all. The floodplains and the rich lands surrounding the rivers were abandoned to the ravages of nature and beast. Fortified keeps replaced the un-walled cities, towns and villages. Trade did not thrive in those days, but such as it was a necessity of life, some brave or foolhardy individuals did dare to leave the safe confines of their homes and venture into the wilds...

.....

Thekban, Merchant Adventurer always kept an ear out for rumors about dwarfs. Wherever you found the little bastards, profits weren't far behind.

And everyone these days was talking about Oceanbridge. The dwarfs were back, and boy were they building something big. He knew what that meant. The crazy little people would need wood, and food, and booze (oh so much booze). And wouldn't you know it, Thekban, Merchant Adventurer was just the man to supply them with those things, in exchange for some exceptionally crafted mugs, of course. Within a week of hearing the rumors, he had hired a caravan and an excellent (read, crazy) crew of bodyguards. They set off at once.

He and his men made the perilous journey along the coast in record time. The ogres that normally trudged around seemed to have all disappeared. No skeletal seagulls dove on them, and the fish stayed put in the water. It was uncanny.

**A human caravan from Omon Innah has arrived.
Their wagons have bypassed your inaccessible site.**

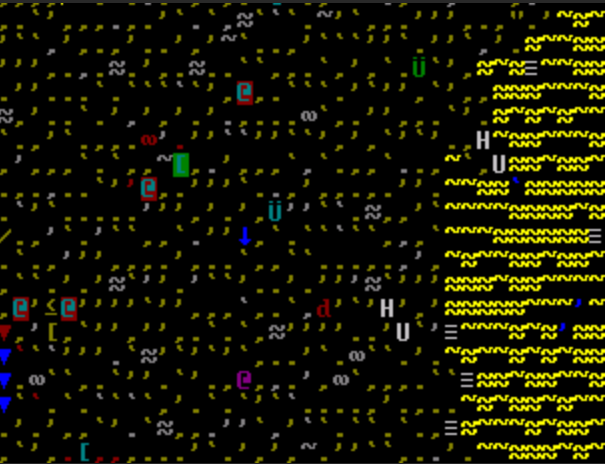
When at last they arrived at Oceanbridge, Thekban saw why. The undead hadn't been driven away, not at all. They had set up shop here.

He smiled, and unsheathed his sword.



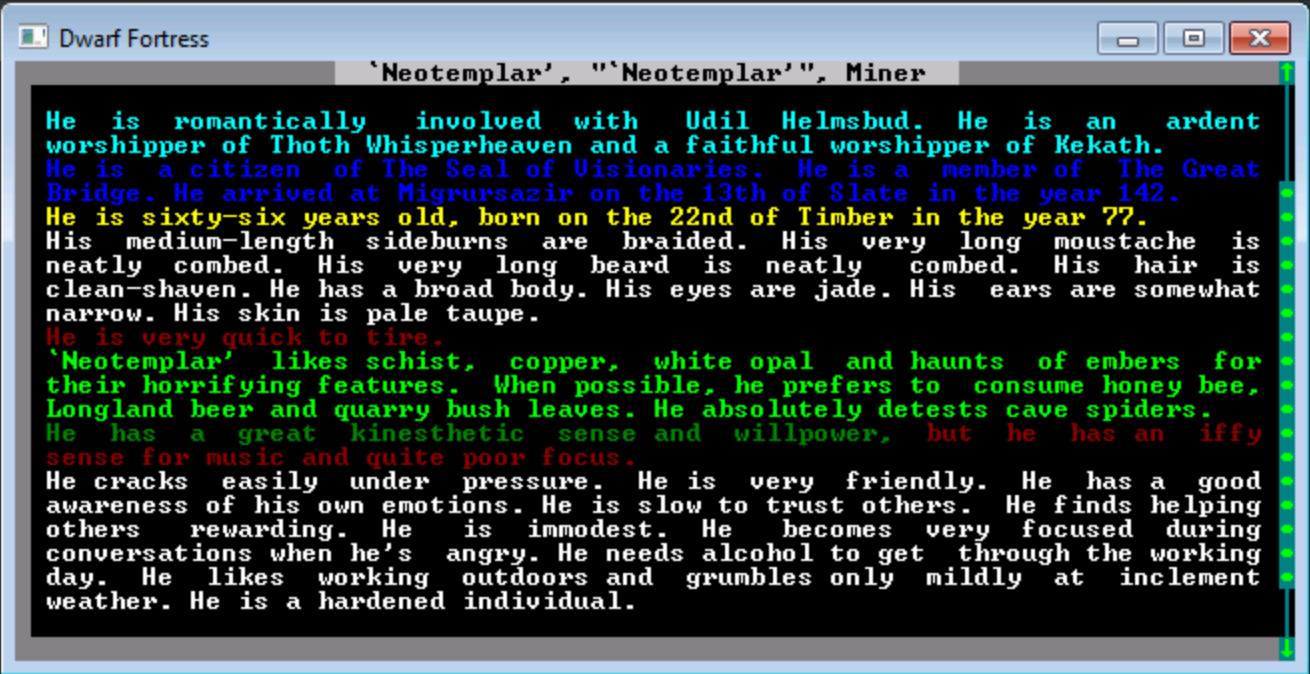
.....

That was how the situation looked from the human side. The dwarfs, and in particular Bayar and Dimaga watched from the walls, and saw a band of filthy maniacs carve a bloody path through the zombies outside, their scimitar wielding leader laughing as he went. The fighting was vicious, and bloody, but somehow, the humans were *winning*.



All in all, it was a sight to warm a dwarfs heart, especially the heart of a dwarf who had been trapped for so long (and accused of incompetence as well). Bayar needed no more encouragement. "What are you all staring at!" she screamed at the surviving militia. "This is our chance! Let's get out there and tear those zombies apart!" The gate was dropped, and they charged.

Another brief battle ensued at the gates, as Bayar and a new recruit named Neotemplar cut down several zombie peasants and a severed hand.



And that was it. For the first time in over a year, Oceanbridge was free from the undead. Bayar met the scimitar wielding human who

looked like their leader in the middle of the beach. He bowed low, and before Bayar could speak, said "A nice fight! Thekban, Merchant Adventurer, at your service. I and my men have come to visit your fortress, traveling a great distance over lands that are quite perilous. Our caravan is loaded with lumber and iron, fine wines and rich cheeses. While I am sure that your home has no great need for such things, might I convince you to at least consider inviting us in?"

Neotemplar looked confused, and Bayar felt the same. The human had jumped from fighting to polite conversation in seconds. She managed to say, "It's... it's actually been a while since any merchants have made it here alive."

"Really?" Thekban smiled again. "Wonderful."

.....

Next: More Moods!

((Are humans in this world more dwarfy than the dwarfs? Hopefully not.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **neotemplar** on **June 14, 2012, 04:11:49 pm**

Awesome :) My guy likes demons and prefers to eat bees.
And his dates are three paired numbers: 66 22 77

Quick to tire isn't that great but dwarf mode fights tend not to become as drawn out as adventure mode so it probably isn't a big downer. Its usually near instant fatality or crippling wounds in fort mode.

And I hate spiders too :)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **June 14, 2012, 11:55:16 pm**

Remalle In Charge, Part One

Trading

One of the first sights to welcome the caravan's guards, (after the zombies, of course), was Notenome, who rushed through their group with a gleam in his eyes. He jumped on top of a packhorse, and hefted an alder log twice his own height in one hand. That accomplished, he dashed back through them, coming close to knocking several out, and ran down the stairs.

➤**'Notenome', Woodcrafter has been possessed!**

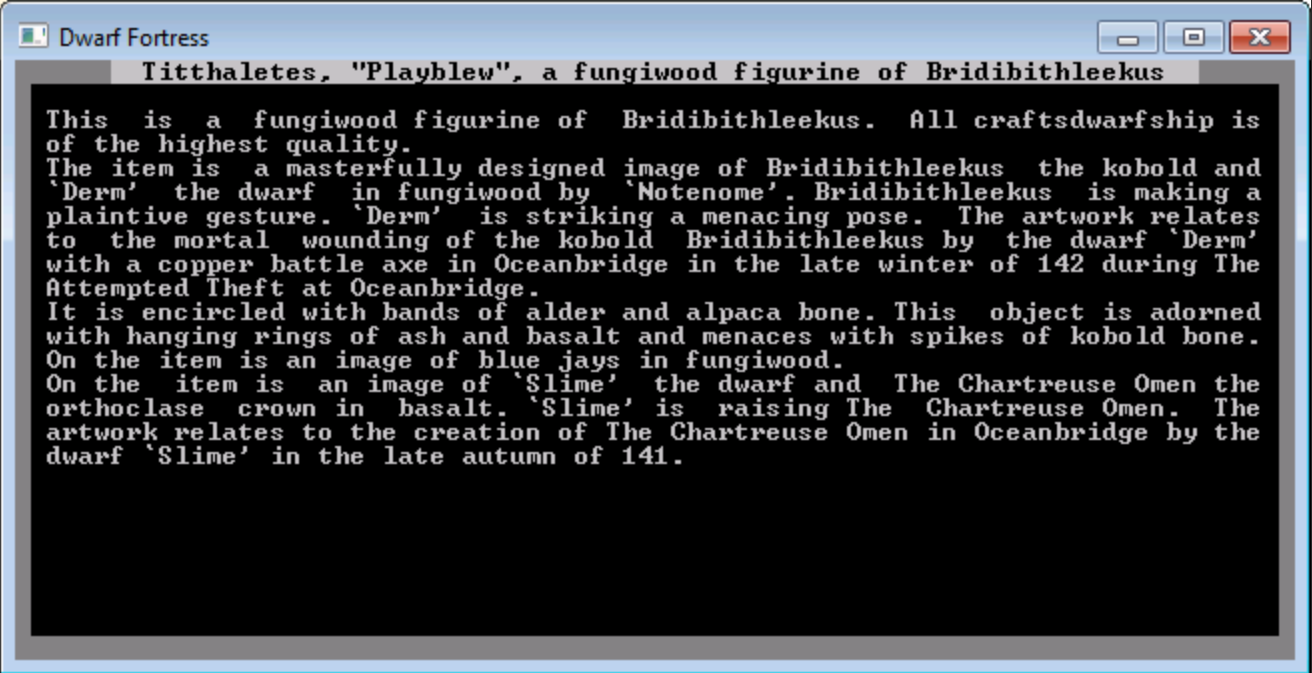
Thekban watched without comment, then turned to Remalle and said "You're going to have to pay for that too, friend."

Remalle sighed, and handed over another set of granite mugs.

.....

Moods

Notenome's possession wasn't unusual, but the figurine he came out of the workshop holding proudly over his head was.



Derm's eyes lit up when Notenome showed it to him. "Damn good job. First good artifact to come out of this place."

"Thanks! It's going to go up on the bridge." Notenome shook his head. "Or better yet! We'll recreate it with the bridge itself! Bigger than life! I have to go tell Neo and Slime, They'll want to change the plans right away!"

.....

History

Dimaga and Stoutpants were exploring the depths. To Dimaga's growing excitement, there were some signs of previous inhabitation, signs that dwarfs had lived here before. Among several mundane objects, they had found a broken microline figurine of a yak.

Stoutpants turned it over and over. "Wonder what this is about. It's really good, but it's just a yak. Why a yak?"

"Maybe it was the symbol of the first group that settled here, or something?" Dimaga pointed at light markings on the figurine's underside. "What's the name carved there?"

"Says 'Peace-something'."

"Hm. Maybe yaks were a symbol of peace in those days!"

Stoutpants shrugged. "No wonder they were all killed."

.....

Discoveries

Goldhammer was in the depths too, though for different reasons. "Kiln-workers Instincts", is what he would have called his feelings, if he had bothered to tell anyone about them. But he hadn't. He had to dig.

It was about eighty dwarf-heights down from the ocean level that he found what he was looking for.



.....

Next: More Details on Everyone Else!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **Ishar** on **June 15, 2012, 02:10:41 am**

Am I alive? Some version of me at least.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **DeepBlue** on **June 15, 2012, 06:40:21 am**

Not sure if you saw my dorfing request (any kind of smith or metalcrafter) so I'm reposting it ^^

Loved the Peacespray reference.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **neo1096** on **June 15, 2012, 01:27:16 pm**

Quote from: varnish on June 14, 2012, 11:55:16 pm
"Thanks! It's going to go up on the bridge." Notenome shook his head. "Or better yet! We'll recreate it with the bridge itself! Bigger than life! I have to go tell Neo and Slime, They'll want to change the plans right away!"

I like this. We should immortalize artifacts with references on the bridge.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **June 15, 2012, 09:27:54 pm**

Remalle in Charge, Part Two

Gar and Haika were married. They had been married for some time, actually, though neither dwarf had really taken much notice.

This was why Gar was disturbed by the child that had started following him everywhere he went. Not just up in the upper levels or on the bridge; the damned thing had dogged his steps all the way down to the magma pool (perfectly located, just 73 levels down and easy as hell to get to. They'd be flooding the world with cleansing fire in no time).

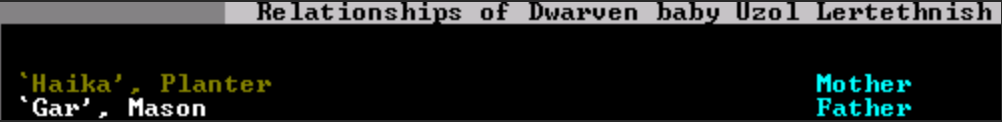


He saw a group of metalworkers come down the stairs, blueprints in hand. He waved at them and called out, "You gonna start building some forges?"

The leader nodded. "That's right. What about you? What's a mechanic doing down here?" The head blacksmith, who was named Deepblue gave him an inquisitive look.

"Thinking about magma pumps. Say, by the way," he pointed at the child, who was crawling over his boots, "You know whose kid this is?"

Deepblue looked over the child carefully. "That's... Haika's daughter. The farmer, you know?"



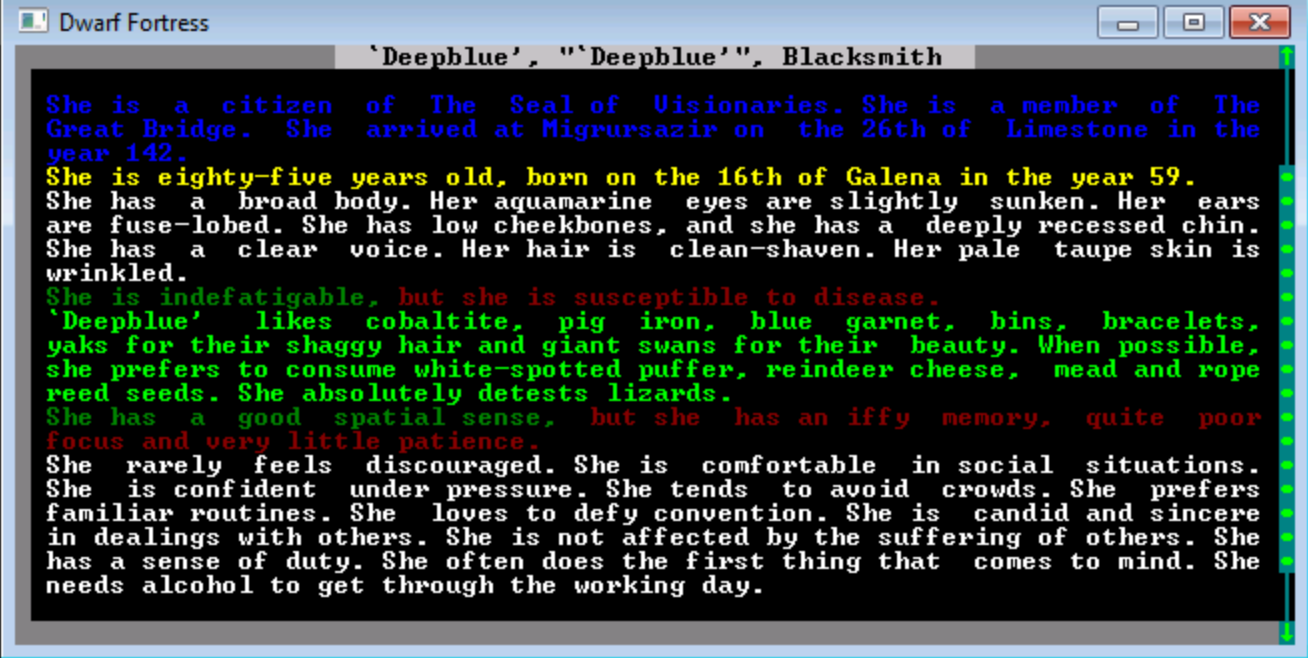
"No shit! I guess that means she's mine too." He picked the girl up and held her out in front of his face, over the pool. "Huh. Kid looks pretty strong. I guess she's all right." He frowned. "A little to much crying going on, though."

"You're, ah... holding her upside down."

"Oh, right."

.....

Deepblue:

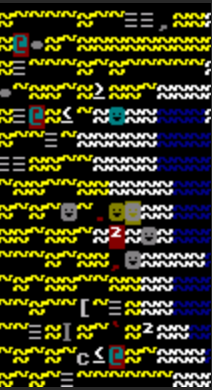


.....

From the Memoirs of Wilberforce Amber Ropenourished

I can scarcely believe it, but things may be looking up.

Bayar and the soldiers spent the last several weeks clearing out any remaining undead, and keeping them cleared.



The crawling hand has been defeated for good, they say.

The Speardwarf stabs The Id Mēlaskol's left hand in the third finger, left hand with her <copper spear> and the severed part sails off in an arc!

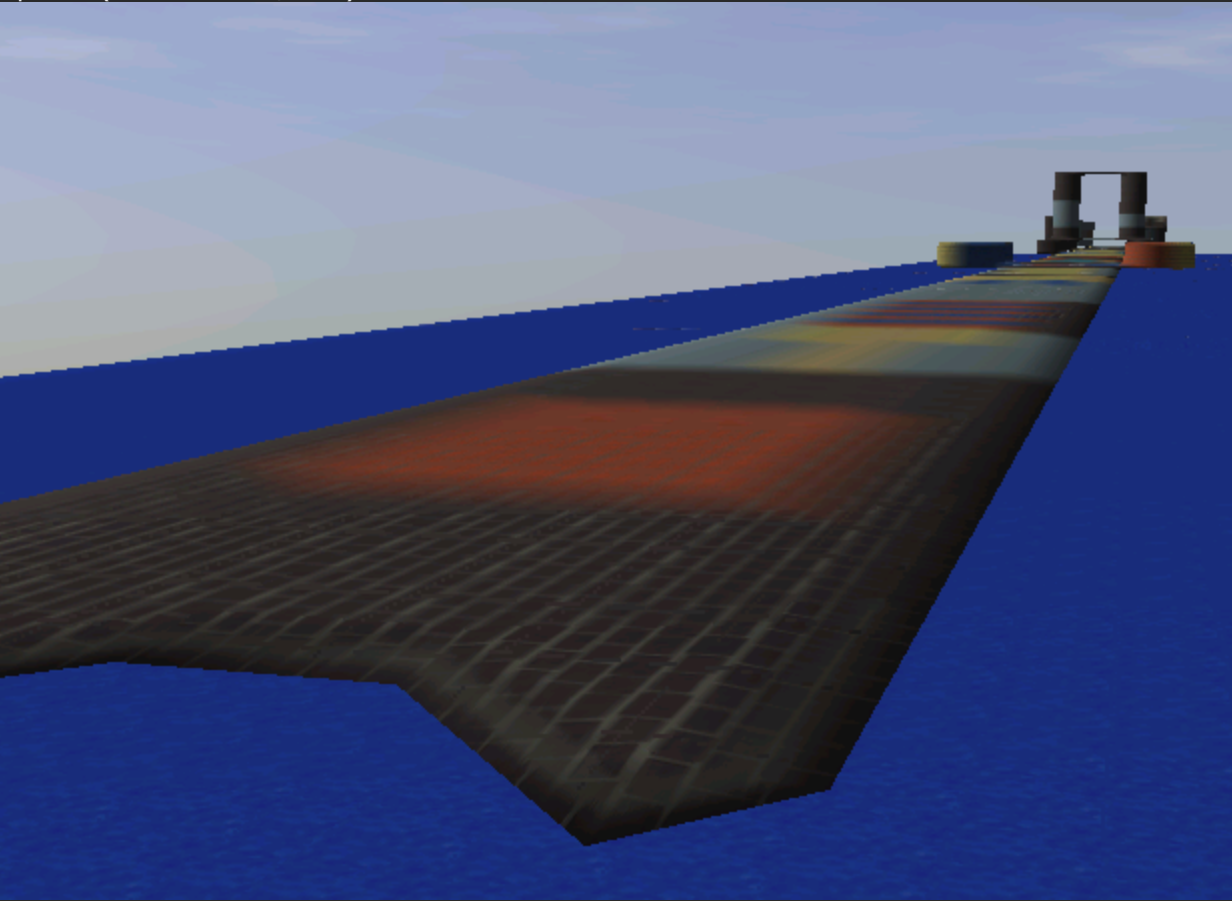
The rest of us are hard at work burying those that need burying, and dropping the rest into the magma. Harsh measures, but I feel comfortable saying that they will not come back. And the bridge? The bridge is growing every day. In a few years it might rival the original in length! In all honesty, I don't know how to feel about that. After all this time, and all the deaths and...

But build we must. That's not the code of the Ropenourished's, but it might as well be a part of it. Build we must, and worry about the consequences some other day.

.....

Next: Siege.

((Here's a picture of the bridge in overseer. Kind of ugly looking, actually, and it only shows part of the length. Oh well. [Spoiler](#) (click to show/hide)



There's going to be new Ishar in the next update. Migrants finally made it through.))

Oh, LOL! :D :D :D

Haika, why dont you watch our baby? Magma pool isn't the right place for child-play!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.02!)**
Post by: **Di** on **June 16, 2012, 06:41:49 pm**

Glad to see this one still lumping forwards.
Also, I've failed to find any other mentions of these guys.
[Quote from: varnish on February 22, 2012, 08:44:20 pm](#)

Spoiler (click to show/hide)

Dwarf Fortress

`Alkhemia', ``Alkhemia'`, Animal Dissector

He is fifty-six years old, born on the 22nd of Galena in the year 85. He is very muscular with a broad body. His hair is straight. His short sideburns are neatly combed. His long moustache is neatly combed. His very long beard is braided. His very long hair is braided. He has low cheekbones, and he has a deeply recessed chin. He has a very clear voice. His nose bridge is convex. His head is extraordinarily broad. His slightly close-set cobalt eyes are somewhat narrow. His lips are thin. His ears are somewhat narrow. His hair is tan. His skin is pale taupe. He is very strong, quite quick to heal and very rarely sick, but he is clumsy and very flimsy. `Alkhemia' likes porcelain, brass, sard, willow wood, giant rat leather, the color ash gray, circles, bucklers and chickens for their clucking. When possible, he prefers to consume nurse shark, sewer brew and rope reed seeds. He absolutely detests flies. He has great intuition, a natural inclination toward language, a very good feel for social relationships, good creativity and a good kinesthetic sense, but he has a questionable spatial sense and an iffy memory. He often feels discouraged. He is concerned about rejection and ridicule. He occasionally overindulges. He is somewhat reserved. He is occasionally given to procrastination. He begins speaking in a monotone whenever he is angered. He needs alcohol to get through the working day.

Dwarf Fortress

`Di-IV', ``Di-IV'`, Miner

Bridge. He arrived at Migrursazir on the 22nd of Malachite in the year 141. He is seventy-two years old, born on the 13th of Opal in the year 69. He is stout and very muscular. He has a deeply recessed chin. His sideburns are clean-shaven. His very long moustache is neatly combed. His long beard is neatly combed. His very long hair is tied in a pony tail. His ears have nearly fused lobes. His nose is broad. His slate gray eyes are slightly sunken. His nose bridge is slightly convex. His skin is pale taupe. He is incredibly tough and very strong. `Di-IV' likes native copper, sterling silver, blue garnet, alder wood, naked mole dog leather, sheep hoof, rope reed fiber fabric, the color periwinkle, picks, doors, crutches and dimple cups for their soothing color. When possible, he prefers to consume dwarven wine. He absolutely detests brown recluse spiders. He has a great sense of empathy, an iron will and a good kinesthetic sense, but he has a questionable spatial sense, poor analytical abilities and little patience. He is very distant and reserved. He is compassionate. He strives for excellence. He is self-disciplined. He often does the first thing that comes to mind. He will often touch others when greeting them. When he becomes exasperated, he clicks his tongue. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

Dwarf Fortress

`Jacen', ``Jacen'`, Soap Maker

He is a citizen of The Seal of Uisionaries. He is a member of The Great Bridge. He arrived at Migrursazir on the 22nd of Malachite in the year 141. He is eighty-six years old, born on the 17th of Granite in the year 55. His hair is straight. His very long sideburns are neatly combed. His medium-length moustache is arranged in double braids. His very long beard is braided. His very long hair is neatly combed. He is stout. He has a recessed chin. His ears are somewhat narrow. His pale taupe skin is wrinkled. His slightly thin-irised brass eyes are somewhat narrow. His hair is tan with flecks of gray. He is quite quick to heal and rarely sick. `Jacen' likes satinspar, lay pewter, blue garnet, moose tooth and beds. When possible, he prefers to consume giant damselfly, hake, dwarven ale, goat's milk and quarry bush leaves. He absolutely detests hamsters. He has great creativity, but he has poor empathy, little willpower, a shortage of patience, quite poor focus and a poor ability to manage or understand social relationships. He is comfortable in social situations. He is assertive. He is constantly active and energetic. He has a fertile imagination. He revels in chaos and disorder. He is candid and sincere in dealings with others. He acts impulsively. He needs alcohol to get through the working day.

How about updating their status?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **June 17, 2012, 04:22:43 pm**

((You're right. I'll fix that!))

Remalle in Charge, Part Three

If asked what they had been doing since Oceanbridge had been re-founded, Jacen and Di-IV would probably have answered "surviving", and perhaps "keeping sparkly clean", in the case of Jacen. Now that those nightmarish first years were over, however, they and many of the others had finally been given a chance to relax.

Or they would have, if they hadn't all been drafted.

Remalle had ordered a citizen militia formed, which meant, essentially, that everyone was in the army. The idea, Remalle had explained, was to keep up a constant patrol, both on the surface and underground. Only about twenty soldiers were on duty at any one time, but everyone would have a chance to serve at some point during the year. It was his hope, he explained, that through constant vigilance they could keep the undead from ever getting strong enough to actually threaten the fortress again. And with ninety-seven dwarfs in the army, that hope had a chance to become reality.

It was Di-IV's sincere hope that he would never be forced to go on patrol with Jacen again.

He had asked Jacen about his strange name, not out of interest, of course. Just as a way to pass the time. The answer had been going on for twenty minutes.

"Oh, yes, there's a lot of Jacen's out there. And a lot of Jacen's are soapmakers too, that's for sure. My family has always been soapmakers, and mostly named Jacen too. My grandfather Jacen even told me that Jacen, our greatest ancestor, might have been at the original Oceanbridge!"

"Uh huh. And what about Jacen. Was he there too?" Di said, his voice flat.

"Oh, no. He's my cousin. He's in some other outpost."

"I... what? Never mind. Well, now I know the story of your name. And you entire family history." He turned to the other dwarf who was with them. "Kind of strange right? A family where everyone has the same name?"

The other dwarf looked uncomfortable "Uh..."

"What do you mean, uh? What *is* you name?"

"It's Ishar."



"There was an other dwarf here named Ishar."

"Yes, I know. My cousin."

"Oh."

Di-IV decided to pass the rest of the patrol in silence.

.....

Oceanbridge Attacked, Part One:

Remalle paced in front of the trade depot, taking care to step on the paving blocks that lay around the building. It was raining again, and the sickly yellow ashy sand had turned into a thick slurry. If you weren't careful, you could lose a boot in it. Cats drowned in the stuff, which at least saved the butchers the trouble of killing them.

He wouldn't say it out loud, out of fear of cursing himself, or cursing himself even further, but things were looking up in spite of the miserable weather, and dead cats. Maybe the gods had forgotten about Oceanbridge. Maybe things were really going to change for the better.

He should have known that even thinking something like that was foolish. As he passed the gate, he heard Alkhemia shouting the warning.

A vile force of darkness has arrived!

"Oh damn it all! Goblins coming! A whole army of them!"



Things never got better. Not here.

.....

Next: Collapsing Floors, and other Traps (That You Should Never Use)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **Di** on **June 17, 2012, 04:34:53 pm**

Things are going to get really messy I guess.
So, is the ocean evil too? If not we could let the step on the bridge and throw their bodies to fishes. Or better yet, place one stonefall trap for their leader and have the undead spiral do the rest.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **Ishar** on **June 17, 2012, 04:40:44 pm**

First I was like: Yay, update!
Then I was like: Oh the last one to post is just Di. Meh, might as well check it out.
And then I was like: Yay, update!

I have the memory of a goldfish.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **peregarrett** on **June 18, 2012, 03:16:51 am**

Traps! Let's see how they work... Not sure about their effectiveness, but spectacularity is obvious.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **June 19, 2012, 12:11:51 am**

((Very spectacular, completely useless.))

From the Memoirs of Wilberforce Amber Ropenourished, Spring of Year Four:

An odd siege, readers. Very, very odd.

Alkhemia raised the alarm, and I have no doubt that he saved some lives by doing so.



Unfortunately, his was not one of them. The goblins shot him as full of arrows as a pincushion. Though pincushions are full of pins, not arrows, so the comparison fails, really.

The goblins then turned their attention to the elf merchants who had the misfortune to arrive shortly before them. The elves were all slain, but, as Bayar noted, this had the effect of ridding the goblins of most of their ammunition.



Having been on the receiving end of a barrage of arrows or two myself, I can see why she was pleased. The dance was bit much, though.

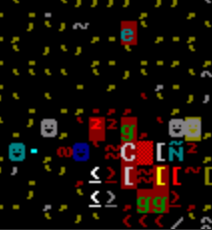
Even the whole dead rising from the grave thing worked to our advantage for once. The slain elves and their pack animals had no sooner dropped to the ground before they stood once more. They showed no favorites and attacked the goblins as readily as they would have attacked us, joined by some harpies who were no doubt drawn to the chaos.



The result was that the goblins were scattered and confused when Bayar ordered the charge. We all joined in, of course, though I myself never came close to the field of battle. Derm and Bayar were out ahead of the others, and managed to account for a goblin each.



We lost one man. I didn't know him. Really, in these days, one death is hardly worth mentioning.



The new Ishar (by my reckoning, the sixth that has lived in Oceanbridge) did quite well, killing a goblin and the cave crocodile that the goblin's leader rode on.

Three Kills
Noseowners the zombie dwarf, d. 144
Snang Youngscorpions the goblin, d. 144
Atu Vomitvile the cave crocodile, d. 144

That was enough to break the spirit of the beasts, and they fled as fast as they could, an elf zombie or two nipping at their tails.

Remalle should be pleased with these results. Or not. Never sure what he's thinking.

.....

After the Siege:

Rushmik was on his way back to the safety of the fortress walls when he heard the loud "thunk" from above. He looked up, and saw the collapsing ceiling trap that Gar had built in the early, desperate days of the fortress. It was incredibly primitive, consisting of a large block of stone balance precariously atop a single support beam, which was attached to a lever inside the fortress. Gar had recently ordered it demolished; there were rooms underneath the thing now, and it was far too dangerous to use.

But someone had just done it. The support beam was collapsing.

Rushmik made it out of the way just in time, somehow making a diving jump into the muddy shoreline. Dust billowed around him as the huge mass of basalt came crashing down where he had just been standing.



It left quite a hole.

.....

Next: Floods are Fun

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **Remalle** on **June 19, 2012, 01:13:13 am**

Far, far below the ground, where the stone itself boils, an ancient dwarf is joined by one younger than him by a factor of a score. The venerable Remalle, current mayor of Oceanbridge, survivor of *both* its previous falls, ponders the bubbling magma, not bothering to turn around to look at the younger dwarf. He speaks.

"What news from the surface?"

"The goblins slew Alkhemia and an elf caravan, Mr. Mayor. But the corpses rose back up, and with the help of the undead our militia was able to drive the goblins away."

"Hum. Good, good. Make sure to recover what the elves left behind. What of the progress on the golden statues flanking the entrance?"

"Um..."

"Never mind. You are dismissed."

The young dwarf scampers back up the long staircase, relieved to be out of the slightly unnerving presence of a living fossil. Somewhere far, far above, the boom indicative of a cave-in reverberates through the very rock. Remalle sighs but doesn't move, continuing to watch the magma simmer. Another death. So it goes.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **June 19, 2012, 05:13:11 pm**

((Putting this up in a hurry, so there's probably mistakes. I'll fix em later))

Surveying the Damage

To the amazement of everyone, not a single person was killed by the cave in. There were injuries; one mason had been knocked off a wall by the explosion of dust and had broken both his legs, and one very unlucky engraver had been sleeping in the exact spot where the whole collapse finally stopped, five floors down. Croaker wasn't sure if she would survive.

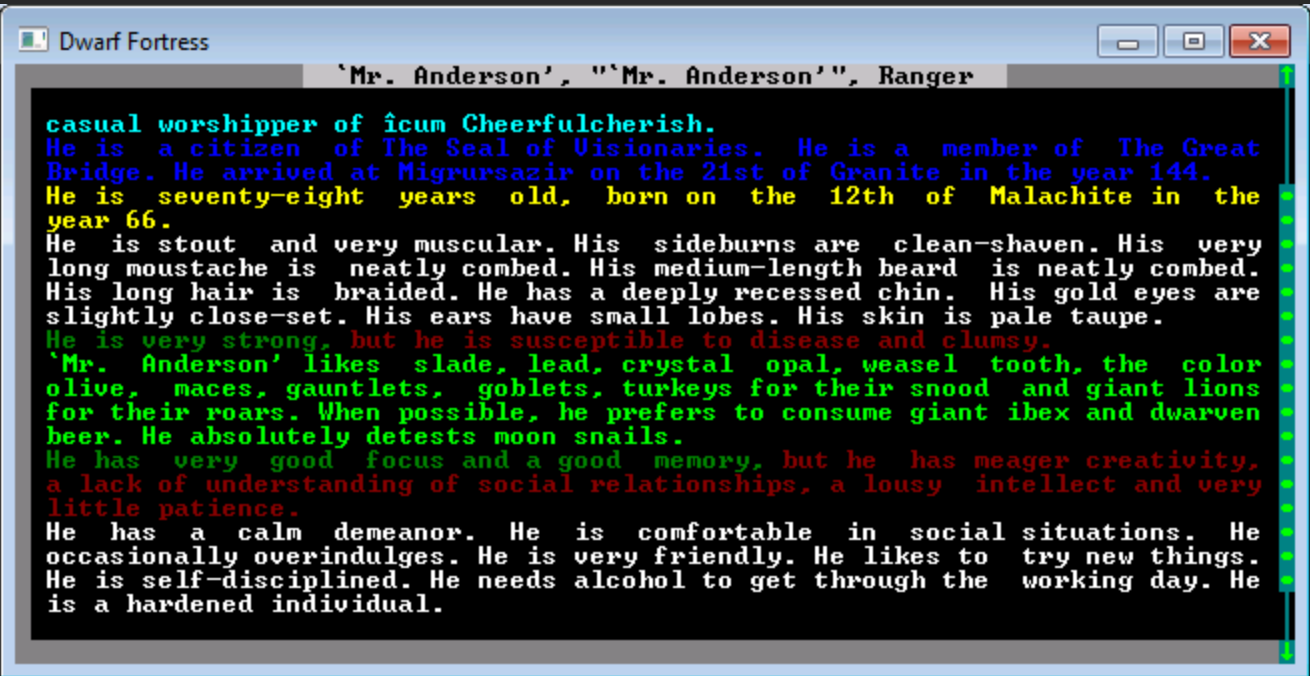


In the meantime, Oceanbridge now had a giant hole in it, and the ocean was beginning to pour in, wave by wave. This was clearly a problem.



"You're damn right it's a problem!" Neo shouted. He was soaked. One of the waves had come crashing down on his head as he tried to move the wounded engraver to safety. "Now stop staring and grab some blocks! We've got to get this crater covered up somehow, before we all drown!" He turned away from Slime, and ran back down the stairs. On the way down he bumped into another dwarf coming up, a block of basalt in hand. "Good, get that up there immediately... What's your name?"

"Anderson. Mr. Anderson."



"Right. Off you go."

Neo was back down in the block stockpile before he really became conscious the name he had just heard. "Wait a second... Not *that* Mr. Anderson! It can't be..." He laughed then, as he thought about what he just said, and who *he* was. "Wait, of course it can. Why the hell not?"

A mason came down the stairs as he spoke, and the younger dwarf looked at him curiously. "You all right, boss?"

Neo shook his head. "Probably not, no."

.....

Next: Something?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **Mjattie** on **June 19, 2012, 05:34:01 pm**

Yay, my intelligent zombie has finally reached the new Oceanbridge! His personality is pretty messed up compared to the last incarnation, but DYING AND THEN REINCARNATING seems to have done that to everyone. Let's hope he's a good swimmer. (Speaking of, what are my skills?)

((Icum Cheerfulcherish. Sounds like a badass God...))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **Child of Armok** on **June 20, 2012, 09:30:55 am**

Can i get dorfdded?
An Axedwarf please. :D

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **June 21, 2012, 01:08:27 pm**

Quote from: Mjattie on June 19, 2012, 05:34:01 pm

Yay, my intelligent zombie has finally reached the new Oceanbridge! His personality is pretty messed up compared to the last incarnation, but DYING AND THEN REINCARNATING seems to have done that to everyone. Let's hope he's a good swimmer. (Speaking of, what are my skills?)

((Icum Cheerfulcherish. Sounds like a badass God...))

His skills are: Expert Marksdwarf, Expert Dodger, Skilled Animal Trainer, Skilled Tracker, and Novice Dyer.

Cheerfulcherish is associated with consolation, which is no doubt an important concept in these dark times, but she's definitely not the dwarfiest god.

Hmmm, I haven't got time for a full post now, probably, but I might do one about all the various new gods, and so on.

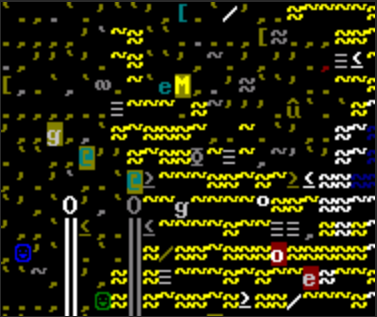
Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **June 23, 2012, 10:52:33 am**

((Quick update, hopefully more later))

From the Memoirs of Wilberforce Amber Ropenourished

Well, we're all quite damp now, that's all I have to say.

But of course, it isn't. The whole "repair the huge hole" thing got started quite well. The trouble came from the fact that we won the fight against the goblins. This victory, and the death of all those elves left a large number of corpses and pieces of corpses on the field, and they... well, you can no doubt see where I'm going with this, dear readers.



Bayar and the army did their level best to hold them all off, but exhaustion took its toll soon enough. We lost three more before we made it back to safety, and closed the gate.

And the hole? The hole is still there. Sea water pours through it regularly, and the zombies look down and moan at us through it, which is making work rather difficult. Hell, it makes daily life of all kinds difficult. Who can enjoy a fine pump helmet roast when the rotting remains of one of their former friends gibbers at them from the ceiling? Some people, surely, but I am not one of them.

.....

Next: Can't We Just Shoot Them? (Yes.)

.....

((Also, here's the list of gods:

- Odgub - skeletal female dwarf, associated with death, war, fortresses
- Dakas Charcoalemeralds the Mine of Gravel - female dwarf, associated with jewels
- Thorh Whisperheaven - female kea, associated with the sky,stars, the night, and darkness
- Kekath - female bushtit, associated with agriculture, the rain, and trees
- or Spraybeach the Seal of Seas - female dwarf, associated with oceans and coasts
- As - male hoary marmot, associated with wealth, caverns and mountains
- Nokgol - male dwarf, associated with dusk, twilight, and happiness
- Sobir - Female dwarf, associated with freedom
- iddor Glossbuff - female dwarf, associated with painting, inspiration, poetry, writing, scholarship, and wisdom
- Stelmith - male dwarf, associated with duty, order, discipline, laws, justice, marriage, oaths, and loyalty
- Ral Gorgediamond the Rock of Canyons - male dwarf, associated with minerals and metals
- icum cheerfulcherish - male dwarf, associated with consolation))

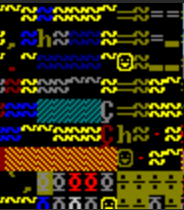
((I guess this is all I got))

A Short Conversation

"Why don't we just shoot them?"

"Mr. Anderson, you are welcome to shoot the zombies. Please, be my guest. What good you think it will do is beyond me, but fine. Just-"

A loud and otherworldly shriek cut Remalle off. He turned, and saw three of the zombie harpies descend through the hole.



"OK! SHOOT *THEM!*"

Mr. Anderson complied.

Elsewhere

"You see this rock here? The weird shaped one?"

Rushmik nodded.

"Yeah, that's not just a rock. Here, let me just chip this bit off." Gar did so, and after a few minutes of patient chipping, some of the obsidian flaked away, revealing green glass. "Mechanisms, man! There's all sorts of these things here! They were buildin' a magma pump, I know it."

"And we're going to finish it, right?"

"Well, more like completely rebuild it, but yeah. Just got to - damn it all to hell!"

It wasn't unusual for Gar to curse, but this time he had a damn good reason. As he knelt down to examine the ancient mechanism, something jumped out of one of the darker side tunnels and attacked him.



Rushmik gasped, and shouted, "Dear gods, what is that thing?"

Gar was in no state to answer, as the the "thing", (a ghastly, hairy dwarf-shaped monster) was clinging to his back, and clawing at his face with its other hand. Rushmik rushed it, and was kicked in the stomach for his troubles. Wheezing, he watched as the creature reached into Gar's mouth and ripped out several of his teeth.

It likely would have got much worse, had an axe dwarf Rushmik did not recognize shown up at just that moment.

the Axedwarf 'Child of Armok' is fighting!

The creature jumped off Gar, leaving him with blood pouring from his mouth and nose, and ran screeching at the newcomer.

She was prepared.

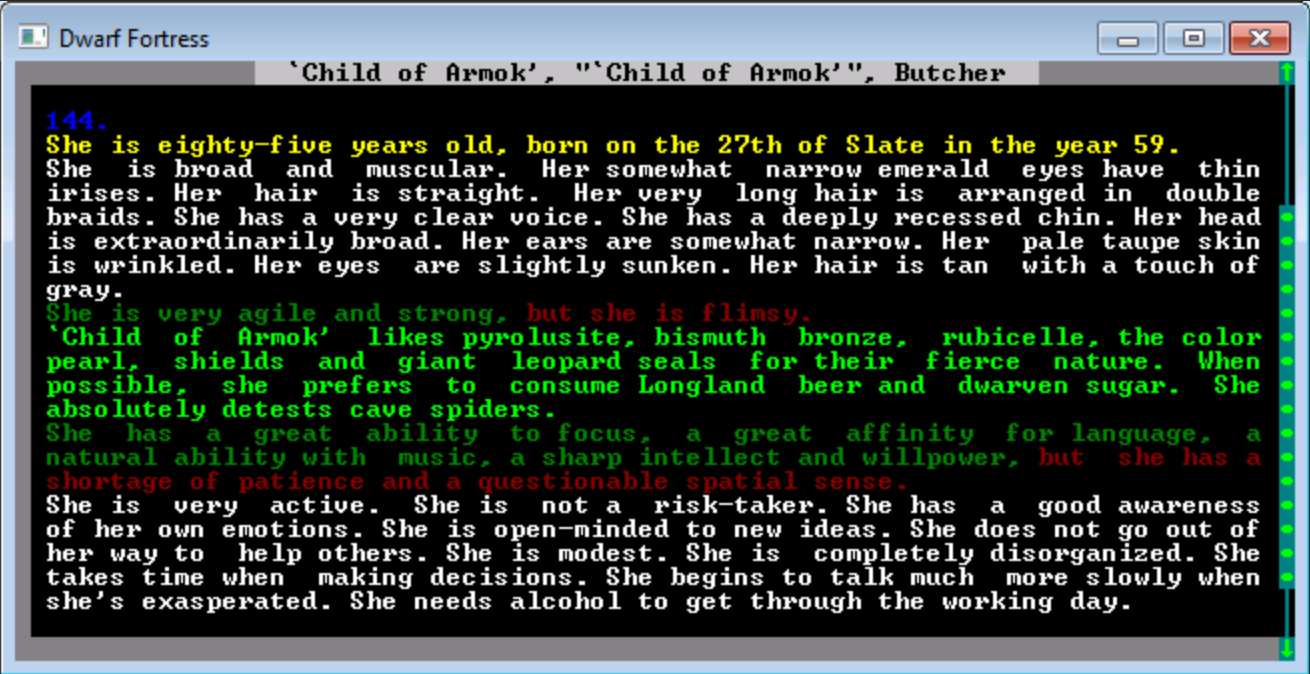
The Axedwarf punches The Troglodyte in the head with her right hand, bruising the muscle, jamming the skull through the brain and tearing the brain!

It collapsed, dead.

.....

Next: Oh, Those Tantrum Spirals.

((Forgot, the axeman was child of armok. I'm starting a new job tommorow, hella distracted))



REBORN.

Add me in this.

A dwarf wrestler named SHEAMUS. Of course.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **peregarrett** on **June 25, 2012, 08:11:54 am**

Shit, give Gar a hammer and some trainings - up to Adequate hammerdwarf. I don't want him to die of random cave fauna! There is soooo many projects to complete!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **Nyalathoteps_Cousin** on **June 25, 2012, 12:18:45 pm**

Don't s'pose you got room for another dorf in your fort?

Anyone good with a crossbow will do, preferably specialising in bashing.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **June 26, 2012, 03:16:28 pm**

I might delay on adding any new dwarfs for a bit. Because the fortress has entered a full tantrum spiral.

Again.

I'll update when I get all the various happenings sorted out.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **June 27, 2012, 04:23:33 pm**

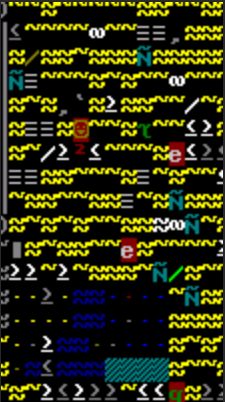
((Still sorting, trying to write. Bah.))

Things Get Worse: Notes from the Historian, Croaker

Faced with undead without and unrest within, Remalle ordered the military out onto the field.



Results were mixed; they "killed" a tremendous number of undead, but to what advantage? They come back, as strong as before, and as murderous as before, long before we can dispose of them.



Scientist, myself, and the rest of the doctors work hard, and endlessly. Wounded everywhere, and we can only do so much for those who wounds are not physical.

Domas Tabarnokim, Clothier **Recover Wounded**
'Corai', Glassmaker **Starting Fist Fight**

'Derm', militia commander
"'Derm'"
Throwing a tantrum!, 6

→Elethaeya's mutilated corpse.
'Di-IV', Miner is throwing a tantrum!

It all sounds so tediously familiar, doesn't it?

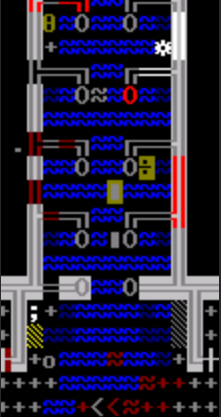
No time to search for the books, no time for anything.

There's one important question left, at least from the narrow point of view of the living: Who pulled that damned lever, anyway?

.....

Wilberforce Puts it Together, Part One

Wilberforce did not knock on the door to Remalle's office, but only because the floods had washed the door away.



He knocked on the wall instead, then let himself in. "Ah, Remalle! The fortress is beginning to feel like it did in the old days. Well done."

"What do you want, Wilberforce? I've got a lot to deal with right now."

"I have no doubt that you do, my friend." Wilberforce smiled, and sat down on the stool that faced the desk. "But let's just talk for a moment. I believe it's safe to say that Oceanbridge is on the way down once again, in spite of your valiant efforts, am I right?"

Remalle didn't answer.

Wilberforce continued unperturbed. "And I remember you once saying that you believed this place to be cursed. At the time, I wondered how, and by whom, and... actually, at the time, I didn't think much of it. Don't be ashamed if you don't remember this. It was several hundred years ago, after all. But I digress. What I want to know is: who is responsible for this whole damn mess."

"You're talking about something you don't understand, at all," Remalle said, with some force.

Wilberforce laughed. "Of course I am! That's what I do best, Remalle!"

Remalle did smile at that, slightly, before saying "Yes, all right, things are going bad here. What do you want to do about it?"

"Unsure as of yet. I have some basic ideas. At any rate, I want you to meet me down at the lowest level, you know, near the magma. I'm going to figure this out, and I need your help to do it."

.....

Next: Dealing With It.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **July 01, 2012, 03:45:36 pm**

((Sorry, to those who might be watching. I'm completely stuck, both with the fort and with writing. Trying to think of ways to deal with this.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **neotemplar** on **July 08, 2012, 09:16:55 pm**

offers encouragement

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **July 11, 2012, 11:34:40 pm**

((Working on a couple of ideas right now. Either going to abandon and reclaim this version, or going to go back to the original version of the fort. There's a couple of good reasons for doing that, but I don't know if anyone still reading with agree with me.

Wooo.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **Ishar** on **July 12, 2012, 03:30:03 am**

Oceanbridge is awesome and all, but reverting to the old fort might be a little too confusing, with dwarfs popping in and out of existence... of course, you could always do a Dallas, and say that the whole season was just a dream.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **peregarrett** on **July 12, 2012, 04:41:56 am**

Whatever you do, do it AWESOME!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **notenome** on **July 15, 2012, 11:32:41 pm**

Any dwarf can build a bridge. But it takes a visionary to build a bridge crossing an Ocean, during a flood, besieged by zombies, ambushed by troglodytes and plagued by madness. Oceanbridge uber alles, my friends.

Oceanbridge will live on.... probably as zombies, soooo actually it won't be living, I guess it would be un-living, but... it will still exist! That's what matters.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **July 18, 2012, 01:54:27 pm**

All right, I've got it together. Expect an update in the next day or so.

I can't guarantee that it won't be confusing, or even a little disappointing. But it will at least hopefully be *interesting*.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **Mjattie** on **July 25, 2012, 06:31:49 pm**

I say, atleast for the moment, pump magma up to the surface and use it as a zombie body part disposal system... spread in an even layer across the entire map.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **neotemplar** on **August 05, 2012, 06:49:30 pm**

Quote from: varnish on July 18, 2012, 01:54:27 pm

All right, I've got it together. Expect an update in the next day or so.

I can't guarantee that it won't be confusing, or even a little disappointing. But it will at least hopefully be *interesting*.

Many days later I still wait. :P

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **August 31, 2012, 01:06:15 am**

Well, *that* didn't work. Dang!

Now I've got it, more or less. If people are still interested, and remember the details (I don't), I will be going back to the original fort. The more recent version still matters, and will be kind of involved but... I have my reasons.

Hopefully it will make more sense once I get the update up. Until then, here are pictures. Preview type pictures.



Eldjotun Swordsman	Friendly
Eldjotun Swordsman	Friendly
Rime Giant Swordsman	Friendly
Greater Ogre Maceman	Friendly
Blood Cyclopes Maceman	Friendly
Blood Cyclopes Maceman	Friendly
Rime Giantess Maceman	Friendly
Blood Cyclopes Maceman	Friendly
Taran, war Jaguar	Friendly
Urist, war Jaguar	Friendly
Ngokang, Ogre	Friendly
Stoshûb, Ogre	Friendly
Ngerxung, Ogre	Friendly
Stozu, Ogre	Friendly
Ngebzo, Ogre	Friendly
Dostngosp, Ogre	Friendly
Aspuz, Ogre	Friendly
Bâx Axuspsnodub, Ogress	Friendly
Zom, Ogress	Friendly

More later, for reals.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **peregarrett** on **August 31, 2012, 02:19:09 am**

Wow!
It's a gate between universes where both bridges are half-made and covered with gore.
Urist, war jaguar looks nice. Will he do things that Urist usually do, like causing disasters?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **September 07, 2012, 10:14:57 pm**

((Update!

Our Story So Far-ish:

In blank, a young and eager dwarf named Aban Brothertreaties was ordered by a completely sane queen to build a bridge. A giant bridge. A bridge that would span the gap between two continents. One of those continents was fondly known as "Nightmare Island".

Aban was no longer eager.

Still, she took to her task with as much enthusiasm as she could muster, which, after she met the crew of maniacs who were joining her, was none.

Disasters, invasions, murders, and a general fuss followed. Despite all of this, the dwarfs soldiered on. The bridge grew. They were forced to deal with multiple sieges, outbreaks of madness, and all of those other things that make life as a dwarf so pleasant.

Then, of course, things got worse. Eventually, it was an attack by undead goatmen that broke the strength of Oceanbridge, (as is so often the case.) Before the fortress fell, however, the mayor at the time made a startling revelation: The mountainhomes had somehow been destroyed, and the completely sane queen was dead.

To anyone who had actually met the queen or lived in the mountainhomes, none of this was terribly surprising.

A year or so passed. A small group of migrants arrived to find the abandoned, devastated fortress, lying flooded and in ruins.

They were disappointed, to say the least.

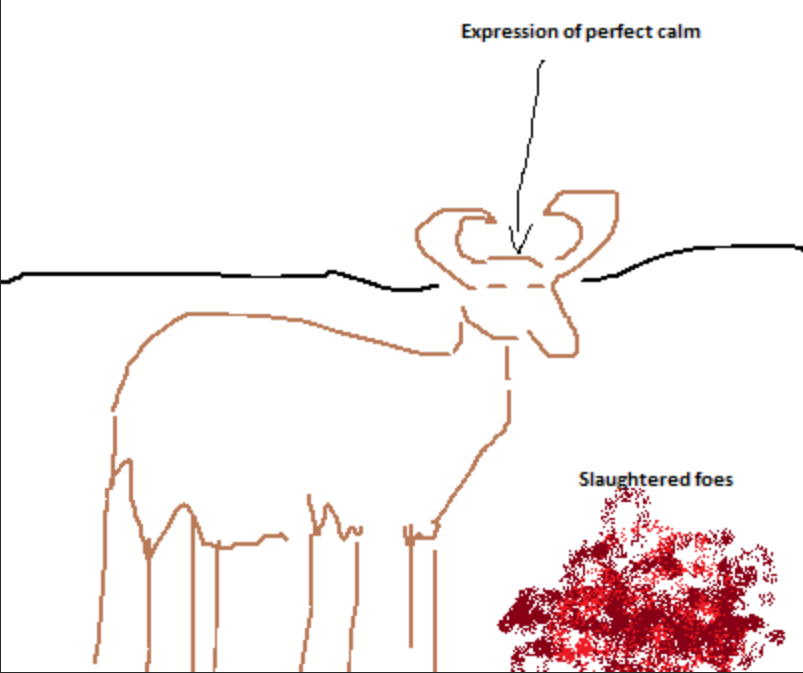
Led by one Wilberforce Amber Ropenourished, the new dwarfs began to deal with the tasks of rebuilding, building, and figuring out just what the heck was going on, dear readers. They met and dealt with a whole slew of new problems, including angry ghosts, friendly goblins and forgotten beasts.

Several dwarfs died, and came back. It was clear that something had gone wrong. People aren't supposed to do that. It's messy, and improper.

These were dangerous times, but a champion emerged to save them. A mighty warrior, without whom the fortress would have fallen in those first years.

This was the Yak, Peacespray, greatest of all yaks.

Spoiler (click to show/hide)



But all good things must end. One day, Peacespray departed. Sometime after that, the fortress did fall, to an attack by goblins, giants, ape-men, squirrels, tapir beasts, bird monsters, and a whole hell of a lot of other things. Wilberforce, his friend Neo (who had already died once), and everyone else died.

With that, our story jumped several centuries into the future. The world had become... a rather unpleasant place. Zombies, vampires, and other assorted undead romped around freely. Dwarfs were scattered, frightened, and generally too busy surviving to worry about building large bridges. But eventually one group of survivors found the ruins of the old bridge. For reasons unclear to most of those involved, they began to rebuild.

The wandering spirits of some of the original inhabitants of Oceanbridge joined them, because hey, why not? Restless spirits need to do something with their time. Soon the new construction began to rival the old Bridge in its length, and in the number of lives lost building it.

The undead attacked endlessly, and the corpses of those they killed rose to join them. It became clear to one Wilberforce (also back from the dead, but in a friendly way) that something had gone seriously wrong with the whole life and death business. With some help from some others, (the six-time reincarnated Derm, Neo, and Remalle, a dwarf who has somehow never died at all) he began to look for the solution.

He may have found something.

But forget that! For now the story is back at Old Oceanbridge, just after it fell to an army of everything. A few dwarfs have survived the disaster. Who are they? What will happen to them, and the bridge? Will it be horrible and violent?

Yes.

.....

((So! A quick sum up of events so far, as much for myself as anyone else. Yes, it is a confused mess. I'm sure I misremembered some things.

The next update will be the start of the reclaim. Does anyone want to be redwarfed?))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **Remalle** on **September 07, 2012, 10:35:34 pm**

Yep, I want back in! Can't miss the chance to be part of something so great.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **peregarrett** on **September 08, 2012, 12:21:28 am**

Sure thing!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **Ishar** on **September 08, 2012, 03:06:25 am**

Of course I want to be back in. Also, how is this NOT in the hall of legends?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **notenome** on **September 08, 2012, 11:04:59 am**

Oceanbridge uber alles! Redwarf me as the visionary architect good sir. We shall build monuments made of pure cognitive dissonance!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **Di** on **September 08, 2012, 01:54:01 pm**

It's alive! It's alive! Again. Rather appropriate if you consider the specifics of the fort.
I've failed to find any reports on my dwarf death, so I believe I want to be Di-3 again (male marksdwarf)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort (.34.07!)**
Post by: **varnish** on **September 09, 2012, 11:04:42 pm**

Back in the Old Fort, Part One

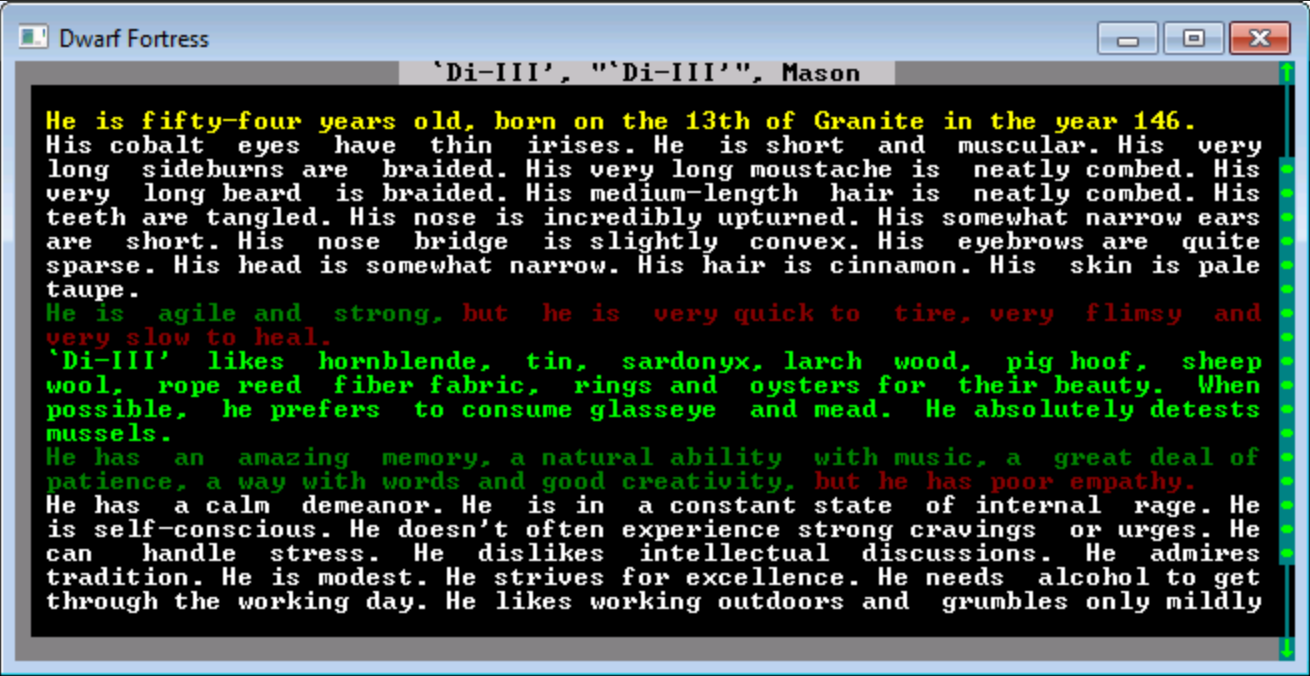
There was a small and unremarkable patch of bare ground there. Unremarkable, that is, until it started to move. The ground bulged, and then broke, the dirt pushed aside by the dull end of a copper pickaxe. Someone swore as dirt poured down into the newly made hole, and then a small head poked up, and looked around.

"Made it! We made it out and alive! I told you that I wouldn't let you down."

Another voice came from below. "Yes, you did. Now get out of the damn way, man. I'm not fond of the view down here."

"Oh, sorry."

The first dwarf climbed out of the hole with some difficulty, as he was holding a crossbow in one hand a pick in the other, and turned to help the irritated one below him.



He was followed by a third, and so on, until seven of them had reached the surface.

The last dwarf out turned back to the hole, and spat. "You know what? I am sick, sick, sick of the underground. Sick of tunnels. From now on, let's live up here, like humans. I've got some great ideas for castles made out of..."

The most exhausted looking dwarf shook her head. "No. No more mega projects, Notenome. Never again. I just want to find a safe quiet place, very far inland, where I'll never have to think about bridges ever again."

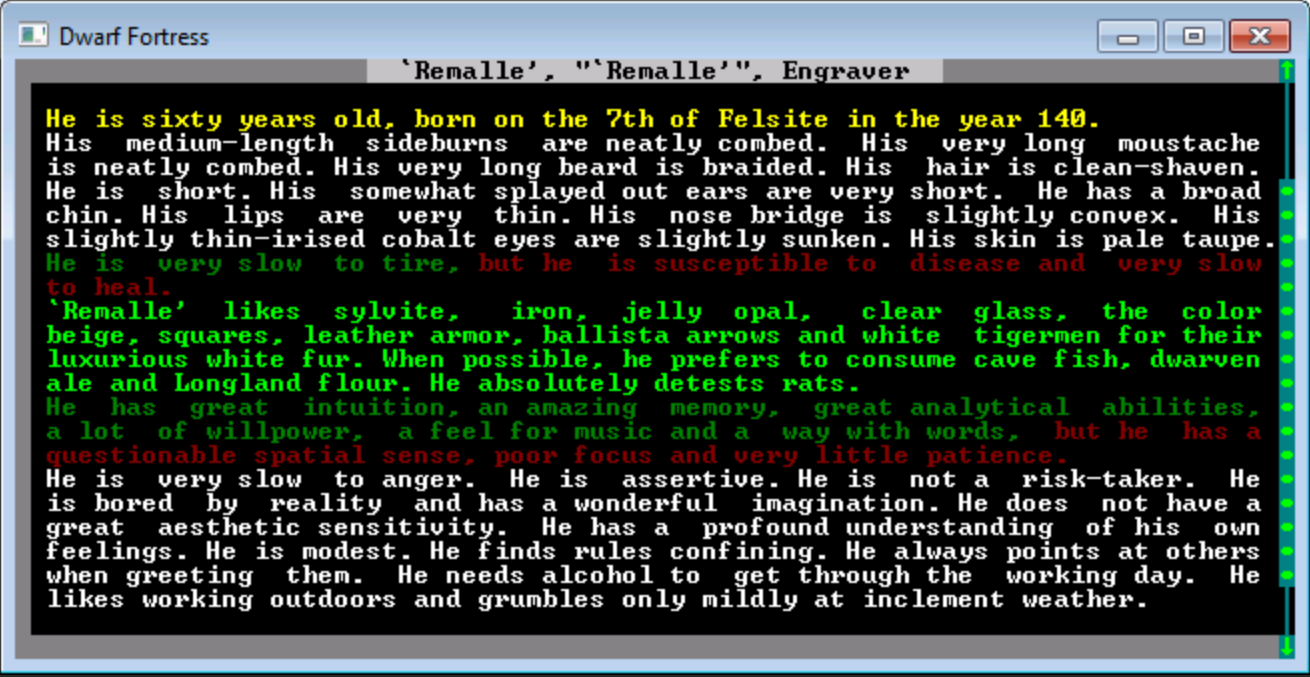
"Ah, Aban, that's just because you haven't heard my ideas about-"

"Never again!"

The dwarf who had led them out, who was named Di-III for a variety of reasons, growled "Shut up. We're alive! Can't we agree that that's worth not arguing over?"

"Well..."

As that argument went on, one of the other dwarfs had been quietly examining their surroundings.



He stepped away from the hole, and looked around. There was something... off about the place that they had found. The grass looked as though it had been stamped flat by a lot of very large feet, and probably claws, and there were some very familiar looking bones and bits of armor scattered around. Almost as if there had been a battle nearby. In fact, exactly as if there had been a battle nearby, and a very large one at that.

Ignoring the bickering, he started walking around. They had come out in a small valley, it looked like. If there was anything dangerous out there, it might be right on top of them, and they wouldn't know it. Best to just climb the hill, and take a quick glance around. He did so.

The first thing he saw was the ocean. The next thing was the massive heaps of bones that lined the shore of the ocean. And the last thing he saw was the bridge.

"Oh, gods."

.....

From the Journals of Aban Brothertreaties:

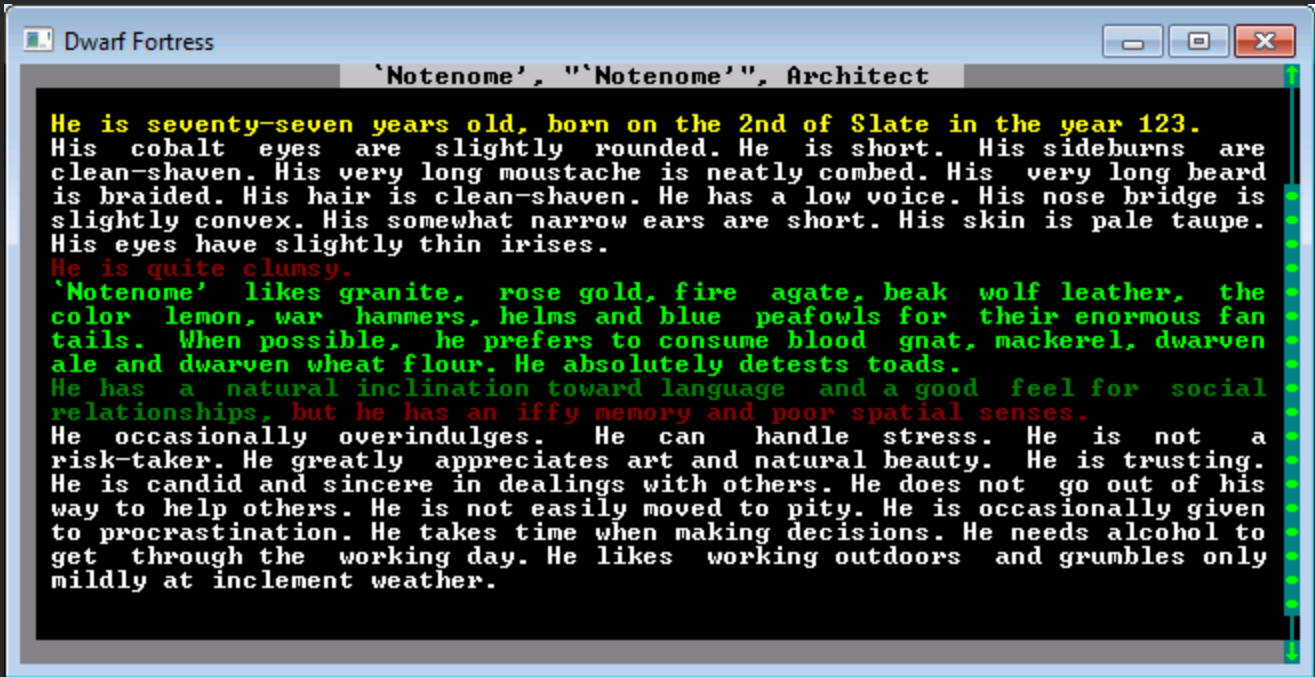
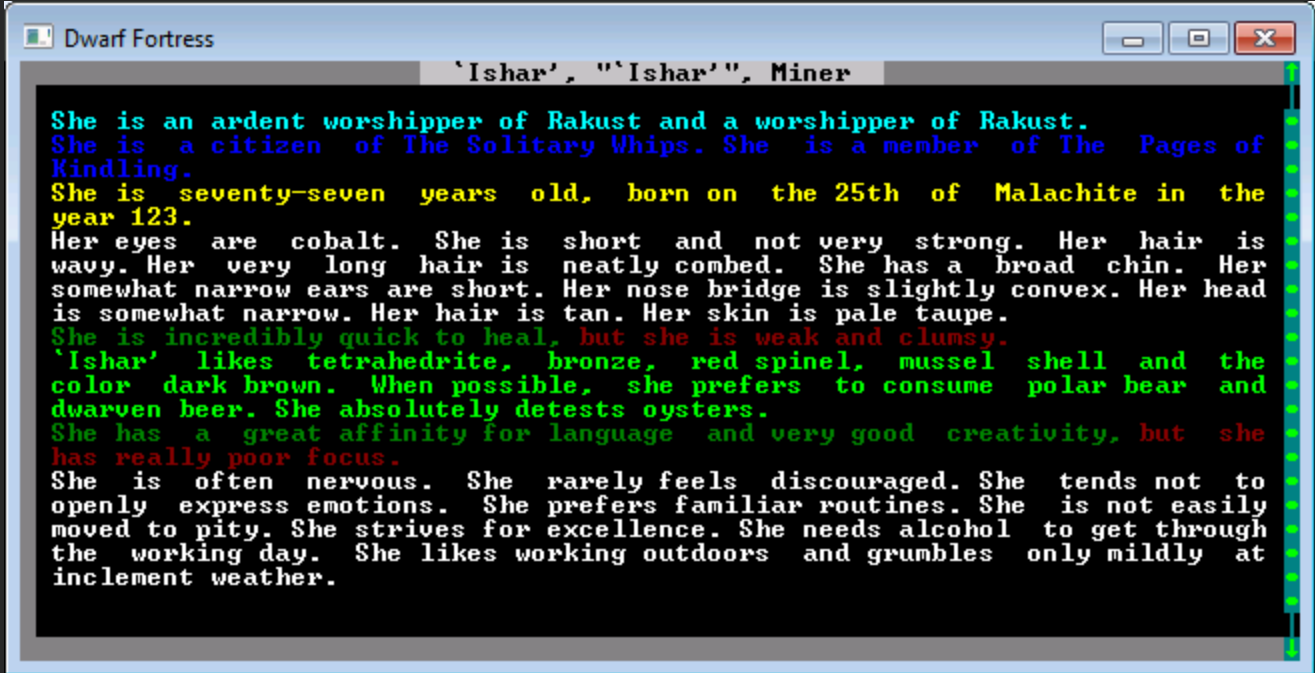
Well, here I am. Again.

I certainly didn't expect to be here again, I mean, I expected to be dead by now. And we almost all were. Just two months ago, there were twelve of us, sitting trapped in the lower fort, waiting for the goblins, or the ice giants, or... I don't know giant flying kangaroos to come and finish us off. That is, if we didn't drown first.



Then someone had the bright idea of using the caverns and tunnels to try to escape.

It actually wasn't that bright of an idea. I'm not sure where all those tunnels and caverns go, but "out" isn't an option. And we looked! We found a lot of other things that I would rather not think of, but we didn't find an exit. Eventually, the only ones left were Me, Remalle, an Ishar (not sure which one), some soldier, and an architect calling himself Noetome.



We had ended up in a small dead end room, and resigned ourselves to die, when the soldier, (Who is named Di-III, by the by), said he felt a breeze. There was an exit after all! I suppose the idea of "just digging straight up" might have been a good one. Then again, we might have dug into the ocean floor.

But we were free!

Ha, never mind! That was a joke. Somehow we had gone in a circle, or several circles, or maybe a spiral... anyway, all of our travels underground led us right back to the bridge.

So now we're here again, sitting near the blood soaked ruins of a statue, next to the blood soaked ruins of the fortress. Someone has already come out to greet us.

►Rîsen Iomêmoltar, Ghostly Butcher can be heard howling throughout the fortress!

And at any moment the monsters that destroyed the place will also notice us, and tear us all apart.

Are we cursed? I think we're cursed. The gods have it in for us. If I ever meet any of them, I'm going to punch them right in their all powerful faces. Starting with Rakust.

.....

Next: Meeting the Neighbors, and Gar Shows Up.

((fact: there are at least fifteen ghost active in the fort right now. And I just started the reclaim. Anyway, unless someone has a problem with it, I'm going to use DFhack to get rid of some of the scattered items. The framerate isn't horrible, but it is pretty dang slow))

Oh, **hell** yes. Count me in. Croaker shall return!

((Sorry for yet another delay. Had a funeral to go to, 700 miles from where I live. Busy times. But I've got this and the next several updates mostly written.))

Back in the Old Fort, Part Two:

From the Journals of Aban Brothertreaties:

The remarkable thing is that we're all still alive.

Well, no, I tell a lie. The really remarkable thing is who we found when we got back to the fortress. Though it's not as remarkable as the state that the fortress itself is in...
The trouble with seeing so many remarkable things in the course of one day is that it's easy to lose perspective.

It was basically only seconds after we all realized where we were that the goblins found us. And well, being completely exhausted, demoralized, and so on, we all got ready to die. And the goblins disappointed everyone by not killing us. Instead, the little group (there were three of them, by the way) looked us over, gave what must be the goblin equivalent of a shrug, and carried on back to the ruins of the fortress. We followed them, for lack of any other ideas.

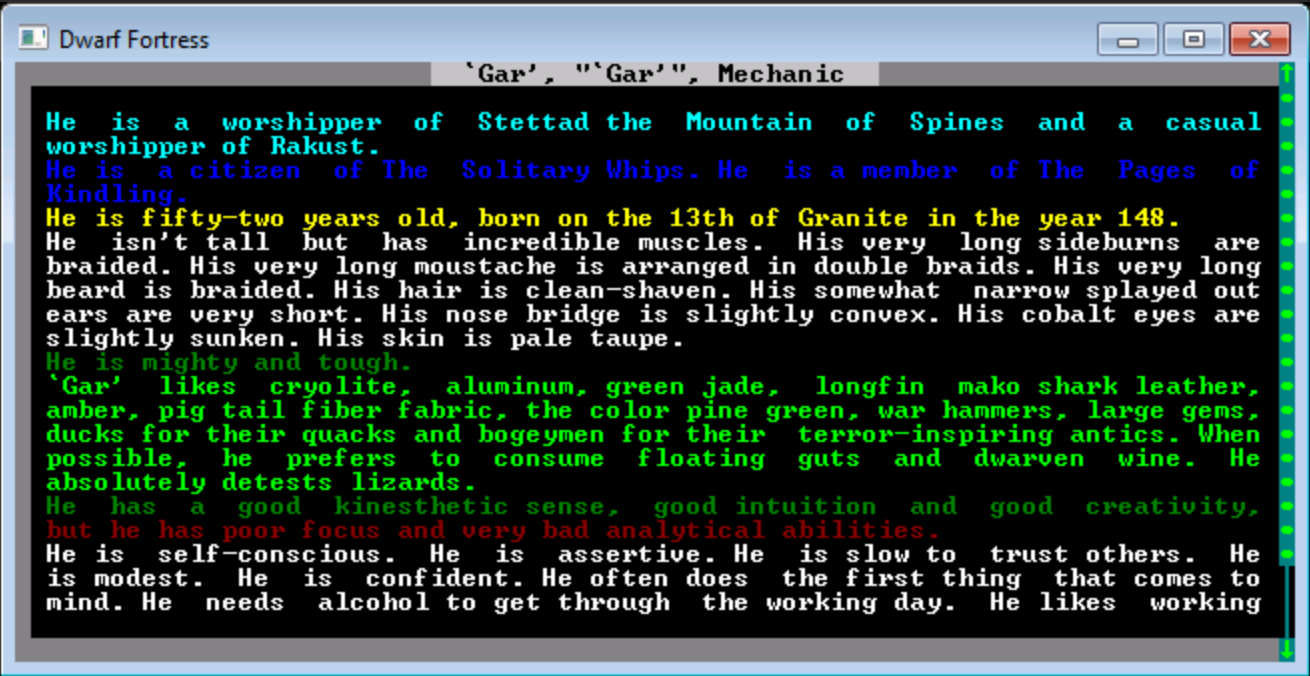
There's no way to easily describe what we found. Remember, there had been around five armies attacking us in the end. The "elves", those giant men, the bird-men, and so on. They were all still there, lazing around on our wrecked pumps, rooting through our discarded clothing, and generally making things a mess. And I mean a real mess. I'm not sure how they managed to scatter all of the discarded armor at the very end of the bridge. That had to take real effort.

Not one of them bothered us, either. The whole impression seemed to be we weren't important any more. A few looked up as we passed, but that was about the extent of things

The fort is a flooded, muck and blood filled mess. (In short, not to different from what it looked like the last time I saw it). There are whole trees growing up through old workrooms and dining halls. And it was in one of those dining that we met Gar.



Gar, if you remember, (I sure didn't) was one of the original founders of this place. He helped build the magma pumps, the traps that almost protected us, and a whole hell of a lot else. I also think he was my husband at some point or other.



He didn't really seem all that surprised to see us either, which I have to say I found irritating. He went missing after we fled the... first? Yes, the first attempt at building the bridge, and I'd long assumed that he was dead. He's not, of course, but he didn't have much to say on the matter. The conversation was interesting though, and, you know, worth recording. Gar was sitting on one of the few marble chairs that still had all four legs, poking at some sort of stone tool. He looked up, nodded, and said:

"Oh, it's you people."

That's not the kind of thing that's easy to respond to, aside from saying something like: "Well, yes."

He then said something about it being damn time, and wasn't someone going to help him get these mechanisms working again. He also complained about the state of the pumps, calling them "nonsensical", and "the work of a madman".

I'm pretty sure he designed most of them.

Well, we're still alive, like I said. I've called for a meeting of us seven to discuss, well, what the hell we're going to do now. Whatever it is, I'm sure this fort still has plenty of horrors left to throw at us.

.....

Next: A Lot of Problems

((Dang it, i pressed enter before I finished writing. Bah.))

Oh, that's my usual reaction of reviewing my own work after time.
"Who was that idiot who made that? Me!"

((working on making things make sense, or something))

Solving Problems

Gar and Di-III stood knee deep in pool of filthy water that had once been the main workshops.

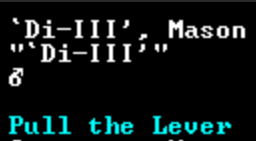
"So what's next on the list?"

"Says here you people built a waterfall. The damn thing is still running; that's why the lower levels are all flooded. But I've got no idea what lever turns the fucking thing off."

"So? We just pull levers until we find the right one! That's the methodical way."

"Sure. From what I can tell, there's also a several floodgates that connect directly to the ocean, or to random drawbridges, or to spike traps. So let's pull all the levers. What could go wrong?"

"Right!"



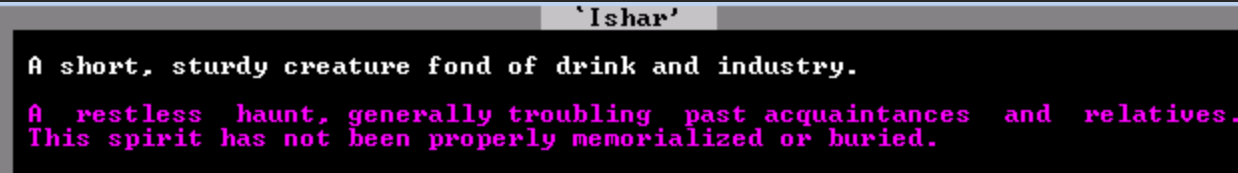
Several near drownings later, Di-III found the lever. It was several floors below the waterfall, and each floor was flooded by water from the falls.

"It's brilliantly stupid."

.....

The next task fell to Remalle, in spite of his protests. A quick "survey" conducted by Ishar (who had decided to check some of the more out of the way corners of the fortress) revealed one disturbing fact. There were more ghosts in Oceanbridge than there were living dwarfs.

"I think I even saw the ghost of Ishar", Ishar told Aban.



"Ok, well, That means coffins and slabs, and a lot of them." Aban sighed. "We're all experts at dealing with death here, but you're the best at engraving, Remalle, right?"

"I'm an engraver, yes, but..."

"I don't want to be woken up by screaming every night, unless it's just my own- I mean... just help deal with them, all right?"

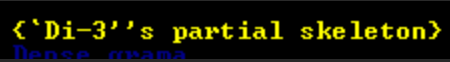
.....

Next: Also Problems

I just realized, since we're back in the past you have to keep my dwarf alive at all costs, lest my death cause a temporal paradox and destroy the universe.

That would make things less confusing, at least.

Just putting up something I noticed. It turns out there was at least one Di-3 in this fort already:



I don't remember him/her at *all*.

Update soon!

((I don't know about the quality of these updates. Got to get into writing regularly again, which means just going for it, regardless. Like so))

A Conversation

Something must have opened up in the lower caverns, Aban thought. The old dining room had emptied of water overnight, somehow, which meant that Gar had been able to reach the waterfall lever.



So long as the thing that drained the water hadn't been some monstrous forgotten beast, like a flying acid spitting earthworm, she thought they would be safe. Leaving out the several hundred or so monsters that were wandering around the surface, of course...

She was sitting at one of the mud coated tables down there, going over a list, when Gar came down the nearby stairs. "Hey, Aban. Got something to say to you."

"Oh, yes?"

"The whole waterfall system is shot. I got it turned off, but there's no way to turn it on again without a hell of a lot of work. It's a piece of shit anyway. Anything else you want to know about?"

"Where do I even start!" She pointed at the piece of paper in front of her. "It's just that.... look, there are at least 30 goblins here right now alone. I haven't even counted the ape-men, the giants, or the elves, but there's probably well over one hundred of them, at least. They outnumber us! They were perfectly fine with killing us before, why aren't they trying to do it now?"

Gar snorted. "I don't know. Don't care either. I like not being killed. Also, I was asking about jobs that needed doing. I really don't care about that."

Aban ignored him. "I just wish I knew someone who could speak goblin. Or whatever language those ape-men speak. Then we might find out what they want from us. I wish that Croaker, or whatever his name was, was still around. He seemed like the sort to know languages."

"Yeah, whatever." Gar drummed his fingers on the table, before saying "Hey, weren't we were married? You remember that?"

"Vaguely, yes."

"Want to get that going again?"

Aban looked up from her list in surprise. "What? Why?"

"Just for the hell of it. Plus, we're the only two founders of this place left, I think. Why not?"

She thought it over for a minute, then shrugged. "Well, ok. Sure."

Relationships of the expedition leader 'Aban Brothertreaties'		
'Gar', Mechanic	Lover	
Rakust	Deity	
Iholtig	Deity	

.....

Next: Other Problems

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **September 24, 2012, 11:10:39 pm**

Aaaawwwwwwwwwwwww..... Such a romantic moment!

EDIT: For the marriage gift Gar would present a sweet family shelter somewhere deep next to caverns, so their children grow up in a safety. Shelter should have all precautions, for sure - airlock filled with spikes, water tank with safe way to refill, palisade with farms... oh, I'll do some sketches. If there are no spare miners, Gar would do it himself. Spoiler: The Airlock (click to show/hide)

```
z:
    ###
    #G# - contamination drainage
    #.#
    ##-#####
inside<-.=|||||=====-.->outside
#####

z+1:
    ###
    #G#
    #%#
    ##%#####
inside<-..lh.1.1.1l#G=~~-> water source
#####

# - wall
. - floor
F - carved fortification
= - raising bridge
| - spike
G - grate over channeled hole
h - hatch
l - levers, colorcoded:
    red - operates spikes at z
    orange - operates outer lock bridge at z
    yellow - operates inner lock bridge at z
    teal - opearates bridges to control waterflow at z and z+1
    blue - operates hatch over pit at z+1
```

linkages are color-coded. Spikes have meeting zone over them, blue hatch has pit zone over it. Default state of system - all bridges raised, hatch closed.

When need to let someone from outside: lower orange bridge, let him into meeting zone, raise orange bridge. Lower yellow bridge, let him in, raise bridge.

When need to deal with beast: open blue hatch, drop bait animal into pit, close the hatch. Lower orange bridge, wait for beast enters and attacks animal, raise bridge. Kill beast with spikes.

When need to clean the Airlock from contaminate: lower teal bridges, wait for water to clean the Airlock into drainage, raise bridges. Open blue hatch, operate pump to drain the Airlock of water, close hatch.

Spoiler: Water tank (click to show/hide)

```
z
####
#...#
..o.# Well
#...#
####

z-1
####
#~~~####
#~~~%G#
#~~~#+#
####

z-2
####
#~~~####
#~~~#~~ -> cavern lake
#~~~####
####
```

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Ishar** on **September 25, 2012, 06:45:46 am**

Is it still the case that the friendly goblins (caused by reclaim) become instantly hostile again when their civ comes back for a siege? If so, be careful about that.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Di** on **September 25, 2012, 12:00:06 pm**

Quote from: varnish on September 23, 2012, 01:51:16 pm

<'Di-3''s partial skeleton>

Dense grama

Aww... So he DID die.
But how do they even read the names of skeletons anyway? It's not like they're scribbled on their skulls.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **September 25, 2012, 01:12:28 pm**

Quote from: Di on September 25, 2012, 12:00:06 pm

Quote from: varnish on September 23, 2012, 01:51:16 pm

<'Di-3''s partial skeleton>

Dense grama

Aww... So he DID die.
But how do they even read the names of skeletons anyway? It's not like they're scribbled on their skulls.

- Alas, poor Yorick! I knew him, Horatio....

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **September 25, 2012, 07:50:59 pm**

Quote from: Ishar on September 25, 2012, 06:45:46 am

Is it still the case that the friendly goblins (caused by reclaim) become instantly hostile again when their civ comes back for a siege? If so, be careful about that.

I don't know!

If they do... well, here's a list of the "friendly" army. Not as many as I first thought, but a lot more goblins. It would be "fun".

- goblins - 85
 - giants-27
 - beak wolf- 14
 - ferric elf-2
 - dark strangler - 1
 - ogres - 14
- Update, working, soon, etc.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Ishar** on **September 26, 2012, 02:11:42 am**

27 suddenly hostile giants would be extremely FUN.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **September 26, 2012, 02:15:40 am**

Quote from: Ishar on September 26, 2012, 02:11:42 am

27 suddenly hostile giants would be extremely FUN.

That's why I'm so much for shelter idea, for the most important persons, i.e Gar and Aban. 8)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **September 26, 2012, 08:31:13 pm**

Putting Ghosts to Rest

The warthogs were the last straw.

Gar had been hauling a carved slab to the new funeral hall (actually one of the regular halls. Most of Oceanbridge was a funeral hall by now.) when a whole herd of the animals came charging at him.



After the aggressively grazing animals had passed, Gar got up, dusted himself off, and calmly walked back to the dining hall, where he announced, "That's it. I am done with this."

Only Ishar was there at the moment. She looked up and asked "Done with what?"

He didn't answer directly. "Ishar, you got a pick. Come with me. We're doing what we should have done years ago."

"What's that?"

"We're going to make this place safe. I got plans."

.....

Remalle went back later and pushed the slab upright, setting it in place in the damp white sand. The last part was necessary. He still didn't know why. But the funerary slabs needed to be in the right place to work.

→`Derm', Ghostly Soulchopper has been put to rest.

Things were changing in Oceanbridge. Maybe for the better.

.....

Next: New Arrivals

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **September 27, 2012, 03:36:06 am**

Heigh-ho, Heigh-ho, we got some work to do... *whistling*

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **September 27, 2012, 10:50:29 pm**

((but first, problems.))

Events from the Late Spring:

The warthogs were a constant nuisance, charging up and down the old sandy halls with cheerful abandon. Gar was finally forced to set up a line of cage traps to handle the menace.

It worked, which only left the question of what they were going to do with half a dozen caged warthogs.

Warthog	Wild Animal <Caged>
Warthog	Wild Animal <Caged>
Warthog	Wild Animal <Caged>

.....

Ishar spent most of her time in the deep caverns, near the lake, working on Gar's project. It wasn't a pleasant place. Floodwaters from the fortress had swept down the rough stairway, cutting away whole sections as they went. The stairway itself was cut into an underground cliff face, running back and forth along jagged outcroppings of granite, and you could look down from the top and see all the way down to the vast lake. The water itself was perfectly still, and clearer than any glass that dwarfs could make. And the flood had carried broken pottery, rotting leather and rusted armor down with it, into the lake. It had also carried bones. All magnified in the calm, unfathomable water, lit by an eerie sourceless glow.

So, the whole effect was all very nice and horrifying, and it would have bothered Ishar more if she hadn't witnessed at least ten things equally horrifying in the last year or so. That was not the problem.

It was the sounds that came up *from* the lake that worried her.

→Asngek Smoxspustongun Utes, Forgotten Beast is no longer enraged.

There was something alive down there.

.....

Notenome had his own problems. His assigned room was occupied by two goblins, who ignored him in a very unsettling way whenever he went in. (They did occasionally wave at him, which was somehow worse.) Aban hadn't mentioned anything about restarting work on the bridge, which left him with very little to do. And he was sure that something had started following him around. Something he could not see.

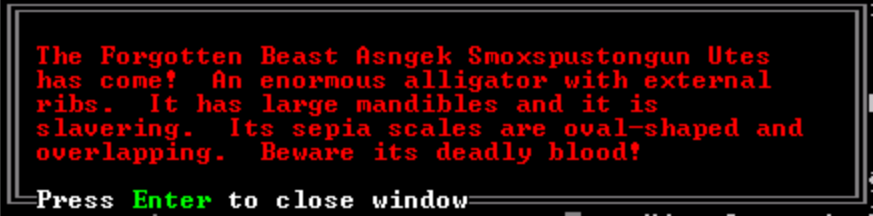
→Deler Unoldeler, Ghostly Bowyer is following `Notenome', Architect!

.....

From the Journals of Aban Brothertreaties

No one comes rushing up stairs if they have good news. I wish they would.

Ishar was the one who told me, after she ran up from the caverns (which is no mean feat, by the way. I think it might have taken her two days). She had to get her breath, by which time all of us were in the dining hall, waiting for the news.



Like I said, it wasn't good.

.....

Next: Hopefully Not the End.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **pregarrett** on **September 27, 2012, 11:44:06 pm**

Let it deal with "friendly" giants and others, and meanwhile we should work on project. Then kill it with spikes.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **September 28, 2012, 09:23:19 pm**

Fun Fact: I began this fortress one year ago, it seems.

Another Fun Fact: *Runs screaming into the night*

(I'll update soonish, just wanted to say that)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **October 14, 2012, 10:26:28 pm**

((ok, I'm back. kind of.))

From the Journals of Aban Brothertreaties, Summer 201

I can't get things down here fast enough. Too many things happening, too fast.

The monster hasn't attacked us yet. Destroyed a magma pump, then wandered away. Who knew we even had magma pumps left? Not me.

→Screw Pump destroyed by Asngek Smoxspustongun Utes, Forgotten Beast.

Gar won't come out of the lower levels, even with the threat of some sort of alligator monster hanging over us. He says that he's not worried, he has goblins and ghosts to protect him. Is that sane? I can't tell these days.

→Rakust ònulasol, Ghostly Animal Caretaker has risen and is haunting the fortress!

And migrants have showed up. It's unbelievable. Also unbelievable? The leader of the group is named Croaker. I never knew this "Croaker" that well, but I'm certain he was dead at some point. Got to figure this out. Time for another meeting, I think.



.....

Next: More Details

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **pregarrett** on **October 15, 2012, 02:11:49 am**

It's great that this fort still goes on!

How much time has passed since embark? I'm afraid that 'friendly' ogres and such can suddelly turn hostile after year passes... Anyway, how's shelter project goes?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **October 17, 2012, 10:10:28 pm**

((I dunno))

Summer, 201 Continues

There were three "new" dwarfs in Oceanbridge. Aban wasn't sure about two of them, but the third had identified himself as Croaker, the doctor. That was how he identified himself at least, though she thought that he hardly looked the same as he had before.

She had called for a meeting in the official tombs (as opposed to the unofficial ones, ie; everywhere else in the fortress.) There weren't any goblins or giants down there.

Aban knew she had to start off slow. The indirect approach. "So, tell me how you got here. I could have sworn you were killed in the last siege!"

Croaker answered without hesitation. "Oh, I think I was." Seeing Aban's expression, he smiled. "Come on, this is hardly a secret anymore. We've been watching the dead come back in one way or another for nearly as long as I've been here. There was Derm, Neo, and any number of others. And there's all the ghosts... Clearly coming back from the dead isn't a problem around here. Remalle should know all about that too."

"I haven't died." Remalle said, quietly. "I've been here since the very beginning, almost, but I've never died."

"Fair enough. But my point stands. Death has lost its hold on us, for whatever reason, and whether we like it or not."

Remalle shrugged. He was busying himself with a small memorial slab. Someone had to do it.

Croaker continued. "In fact, Aban, how can you be certain that you haven't done the same as me? I overheard you once, talking about hearing the voice of the god Tholtig. That can't have been under ordinary circumstances. When did that happen? Where were you? How do you know that you haven't died and returned"

"What?" Aban looked annoyed. "I don't know. When did I even mention anything about Tholtig to you?" She shook her head. "Look, all I know is that we need to finish this bridge. If we can do that, things will start to make sense again. Somehow."

"I agree."

"Oh, you do?"

"Yes. That is the most important thing we can do."

Ok," Aban said, feeling a bit put off. She looked around at the others, who had been mostly quiet during the discussion. Actually, Gar and Ishar had been arguing themselves about the safehouse, but that hadn't been nearly as interesting. "How is... are you guys getting anything done? Anyone want to talk about something progress related? Related to the damn bridge, or our survival I mean."

Gar spoke up for the first time at that meeting. "I've been setting up cage traps in all the halls."

"There we go! Good! Um, why?"

"Keep the warthogs out of our damn food stores. Plus, when we get invaded again, we'll be ready. The mistake we made before was having just a few lines of defense. The way I see it, the entire fortress should be our line of defense. Make em suffer for every step they take."

"That... actually makes a lot of sense. Ok. Anything else?"

Notoeneme spoke up. "I've got this plan I've been working on, where we can use the magma pool to destroy the-

It was, of course, at that moment that a herd of elk birds came charging through the meeting hall.

→`Gar`, Mechanic cancels Construct rock Blocks: Interrupted by Elk Bird.

"What the- Gar, I thought you were taking care of this kind of thing!"

"I was, but you interrupted me with this moronic meeting!"

"Oh, right." Aban thought for a moment. "Meeting adjourned! Everyone, run for safety!"

.....

Next: I Don't Know, Actually.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Remalle** on **October 18, 2012, 12:14:43 am**

It's great to see this is still going!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **October 18, 2012, 01:49:57 am**

Right! Tacticat retreat and counterattacks when possible.

But some of enemies avoid common traps, so just flooding corridors with serrated disc traps aren't enough... Have to think about it.

- Thoughts that came up for now:
- Common traps + cave-in shock dust that knocks then into traps
 - Magma geizers
 - Ballista batteries
 - Spikes
 - Retracting bridges

- Aaaaand - True Dwarfy Idea:
- Capture that beast, injure it with spikes and make it bleed all over the passage, then welcome invaders into pools of deadly blood!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **October 19, 2012, 12:52:59 am**

((I wish the beast would come back. I'm quite curious about that deadly blood.))

Talking to Goblins: Autumn, 201:

It was only after the elk birds had been either caged or sliced into ribbons by traps that Aban remembered what she had wanted to ask Croaker, back before she knew he was still alive.

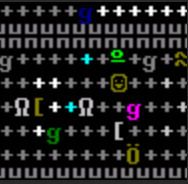
"We need to figure out why these goblins aren't killing us right now. It worries me. Do you know how to talk to them?"

Croaker answered, saying that he didn't, but that he thought it was worth learning.

Ten minutes later, he found himself up on the bridge, looking for the goblin's general.

The monster was "relaxing" for lack of a better word, on the bridge. He was huge, by both dwarf and goblins standards, a tremendous callused gray lump, decorated in ragged leather, rusty iron, and bones. Who the bones had belonged to wasn't something worth wondering about. He sat on the edge of the steel fortifications, looking out over the sea.

Croaker spent several days out there with him, while the other creatures that made the bridge their home watched.



When he returned to the fortress ruins, he was full of news, none of which was quite what Aban wanted to hear. "Goblin language is very... strange. Not as violent and crude as I expected. I still understand very little, but we were able to converse with signs and gestures. I don't know what he said to me, exactly, but I don't think they want us to finish the bridge. That much is quite certain."

"Ok, well, that's interesting, and not surprising. But that doesn't tell me why they aren't killing us right not, you know, to stop us from building the bridge again. Why did they let us come back?"

"He said that their gods let us come back, as a lesson. Or perhaps, example is the right word. If it brings you comfort, I do believe that they will turn violent the moment any one of us begins construction on the bridge again."

"No, it doesn't. Wait," Aban went over what he had told her. "*Their* gods? What do goblins worship? Are they anything like our gods?"

"I'm not sure what goblins worship. Demons, I think."

"Demons. Ok. So, they worship evil creatures that love to destroy life, and so on?"

"Yes."

"So, nothing like our own gods at all."

Croaker gave her a look. "Trying to be a bit satirical, Aban?"

She ignored him. "And you got all of that through gestures and hand signals?"

"I'm not a fool. I can pick up meaning from a number of different places. No one communicates with just their voice."

"All right, all right."

Croaker continued. "That's what I have learned. I think we are safe for now, but the bridge may have to wait. I don't want them getting violent just yet. Death may not be much of a barrier right now, but I'm not eager to experiment so soon. Not with myself. I may talk to Remalle about the ghosts." He shook his head. "There's too much I need to learn."

Aban agreed, though she wasn't sure which part she agreed with.
.....

Next: Building Other Things! (Not Bridges. Yet.)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **The Soldier** on **October 20, 2012, 12:45:34 am**

This is a great fort. Could I get a dwarf? Name's "Soldier," have them be a speardwarf and any other job that involves piercing and penetrating things. They also refer to anything with a single sharp point as a 'drill.'

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **October 22, 2012, 12:32:39 am**

((Of course!

Working on the update, but in the meantime: A while back I tried writing little histories for some of the dwarfs. Here's one for Notenome, whose name I never manage to spell the same way twice.))

The Life and Times of Notenome, Architect

Notenome was young and ambitious and desperately unhappy in his life. The realization came to him in a flash, as he was hauling a load of granite from one of the queen's new banquet halls. Pushing an almost unbearable weight up a long, smoke and dust filled corridor over and over again until he keeled over from exhaustion wasn't for him. He was different from the others, and he had a way to *prove* it. Just before he passed out from lack of air that he saw it. It was complete and perfect in his head; the blueprints for the brilliant new automatic steam and cat powered stone hauler.

Putting his ideas into practice proved harder, but Notenome persevered. He experimented whenever he could, and stole tools and rope and cats from the storerooms whenever he could. After a few months, he was able to put together a test model, which he demonstrated for his hauling compatriots.

The new invention was not received well, for a variety of reasons. They included fear of change, conservatism, and the fact that the test model destroyed several dozen mechanisms, nearly caused a cave in, and badly injured twenty haulers. To say nothing of the cats.

So Notenome left the Mountainhomes for greener pastures, or at least, for places that hadn't heard about "that incident". Eventually, and after helping around in several other outposts along the way, he made it to Oceanbridge, a place that needed an architect as much as it needed anything.

The fortress promptly fell, this time through no fault of Notenome's. Somehow, he survived. Those terrifying days hiding in the caverns had been an unpleasant reminder of his life as an anonymous hauler, and he'd sworn that would never happen again. He'd spend the rest of his life on the surface, turning Oceanbridge into the greatest architectural marvel known to dwarf-kind. And if it was the *only* architectural marvel known to dwarf-kind... if he and the others were all that was left of dwarf-kind... That would have to do.

.....

((Hopefully that didn't turn out wrong. Updates coming soon.))

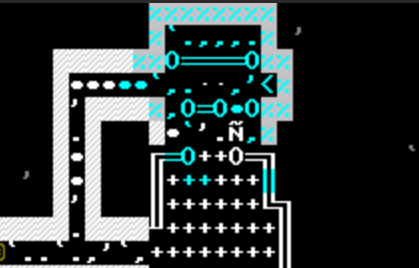
Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **October 22, 2012, 08:41:46 pm**

From the Journals of Aban Brothertreaties, Winter 201

So, here's a general report on life in Oceanbridge.

Ishar has really, really thrown herself into Gar's little project (which is enormous now). Not that I mind the idea of a safe place for us to survive when disaster hits... It's just that projects like this are sometimes the cause of those disasters. Well, Gar knows what he's doing. Of all the disasters that have happened here, I don't think one was ever directly his fault. Anyway, the whole thing consists of a bunch of

half finished rooms right now.



Di-3 and I have been busy with a little project of our own. We've been putting up rough stone walls and pressure plate triggered floodgates in every hall we can. If... ok, *when* the goblins decide to turn on us, they'll very quickly find themselves trapped in the empty interior of the fort, while we'll be safe in the vault thing. The "empty" interior will also be filled with every trap that Gar can come up with, just to keep the goblins entertained.

This fortress will *not* fall again.

And last, but not least... I have no idea where Remalle is. You would think that, with only ten of us here, it would be easier to keep track of where everyone was. But Oceanbridge is huge, and the lower levels are honestly just baffling! I just hope he's still alive.

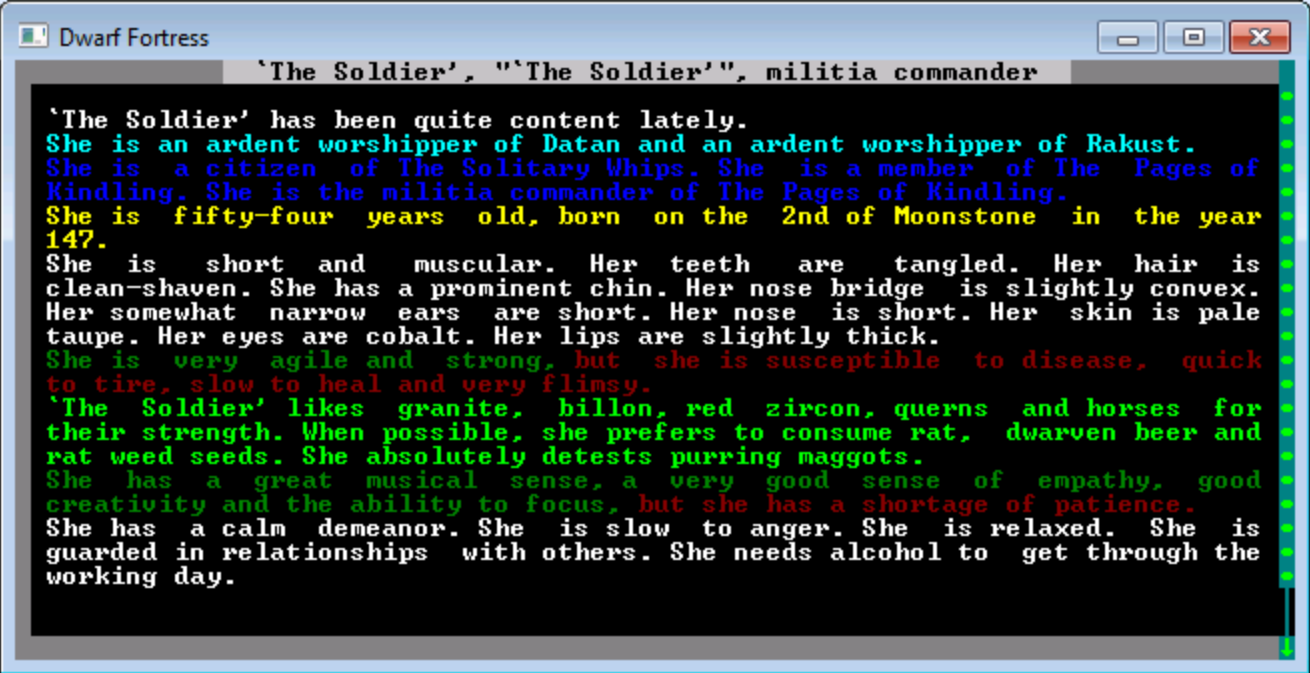
And if he isn't, I hope he doesn't come back as a vengeful ghost. Gods know that we have enough of those already.

.....

Early Winter, 201:

Aban had given up on the idea of guarding the walls. Why try to keep enemies out, these days?

So she was caught off guard when an unfamiliar dwarf walked up to her desk and introduced herself simply as "The Soldier". The name was fitting.



She had come with five others, and as far as Aban could tell, none of them had lived in Oceanbridge before. The means there still are other dwarfs out there, she realized.



She also realized that the Soldier had been waiting for her to answer for nearly a minute. "Oh, sorry!" Aban reached out and shook the woman's hand cautiously. "Good to meet you? Um, forgive me for being blunt, but where the hell did you come from?"

The Soldier stood at ease, and said, "I'm not upset by blunt talk. Across the sea, that's where we started at least. There were a lot of hill forts out there, back before the trouble started."

"Which particular trouble are you talking about?"

"You mean you don't know?" She leaned in close and whispered, "The dead. The dead are rising from their graves."

"Oh, you mean like ghosts? We've got plenty of those around here, it's not as much of a problem as you might think-"

The Soldier shook her head. "No. I mean the bodies of our friends rose up from the graveyards where they were buried. They looked like our friends and family, but they were mindless, and evil They tried to kill us all, and when they did, the ones they killed joined them. We fought them for a month, then when we couldn't fight anymore, we fled." She waved her spear at the five others. "There were fifty of us in our outpost. These are the ones who survived. If not for me and my drill here, there wouldn't be one."

Aban didn't answer for a bit. When she did, she tried to keep her voice as calm as possible. "So, nothing like ghosts at all, really. Something new."

"Yes."

"Well, you're welcome to join us here, I guess. We need all the soldiers we can get."

Aban wasn't sure if she wanted to tell the new arrivals about the sheer number of dead dwarfs who lay in Oceanbridge's halls. She wasn't sure she wanted to think about it herself, after what she had just heard.

.....

Next: Year Two (Of the Reclaim of a Reclaim)

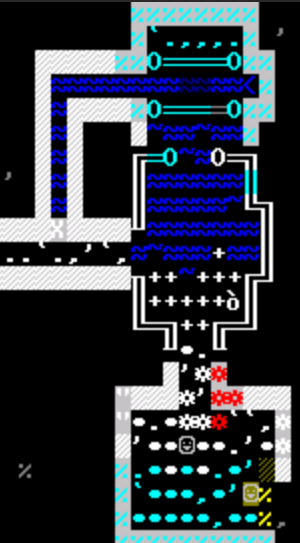
((Hey hey, time for a quick update))

Notes from the End of Year One, Part One

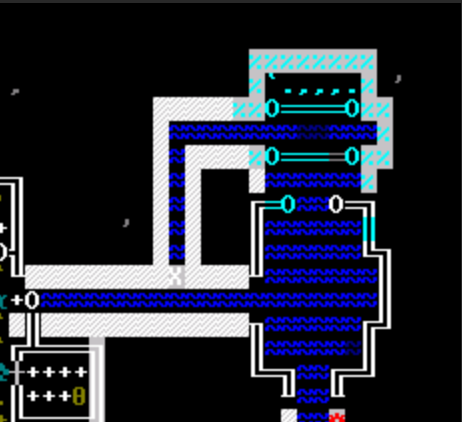
Floods

Autumn was nearly over when the safe room project suffered a setback. Gar's initial design called for a well, which made perfect sense. It also called for the well to be dug after the entire complex was finished, and the pipe to the underground lake closed off.

Ishar missed that part. What followed was an excellent demonstration of the behavior of water under pressure, and what happened when that pressure was released.



The fountain of water that burst from the channel she dug was lovely. The flood that followed and nearly drowned her, Gar, and Remalle was not. Only quick action by Di-3 kept the lower levels from being flooded yet again.



Ishar began digging out new chambers, and Gar began drinking, in the hopes that it would help him forget that they had to start the whole thing over again.

He then found out that they had run out of booze, and were in desperate need of a well.
.....

Next: Olms, Giant

((Not much going on I guess?))

From the Journals of Aban Brothertreaties, Late Winter 201

So, of course I forgot to order more alcohol brewed!

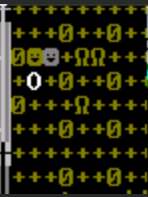
It's... I only keep going by thinking a day ahead, at most. Things get forgotten. I remembered to catalog our collection of cages, forgot about the drinks.
Well, we've got a bit of booze now. We might be short of food because of that, though.

Food Stores:	280		
Meat	19	Seeds	98
Fish	12	Drink	130
Plant	None	Other	21

There have been other problems to deal with, besides. Notenome was attacked by some sort of fish man from the depths. Apparently the thing bit one of his back teeth out (How? Just... how?),

The Giant Olm bites The Architect in the upper left back tooth and the severed part sails off in an arc!
The Giant Olm collides with The Architect!
The Architect is knocked over!

and it might have killed him without the timely intervention of our only soldiers, the Soldier and one of her friends.



Giant fishmen might not be much trouble, but it's a good reminder that there's nowhere safe here. A cheerful thought for the end of the year!

.....

Next: Feasting, Death, and Goblins

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **October 31, 2012, 01:34:20 am**

((Still working on that update, for what it's worth. It's been hard for me to write these things, not sure why.

Well, I did just recently download every single public domain book and magazine written between 1800 and 1880, so that's been eating into my time a bit.

New stuff soon.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **October 31, 2012, 04:47:20 am**

That's not the fish man, it's giant fish. Butcher it!
And it's really good in pulling teeth. A real dentist. "Open your mouth wide... well, well... keep opened, I'm extracting that tooth". But butcher it anyway.
Waiting for new chapter!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **neo1096** on **October 31, 2012, 08:00:13 pm**

Seems this is alive again. Requesting redwarfing, but Neo is getting more and more weary of coming back.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **November 03, 2012, 12:41:02 am**

From the Journals of Aban Brothertreaties:

Well, say what you like about how miserable our lives (and un-lives?) have become. There's one thing that's still true about Oceanbridge:

We still know how to throw a celebration.

I'm not sure whose idea it was, but I do know that we were celebrating both the one year back anniversary, and the tenth anniversary of the time we celebrated our first year in Oceanbridge, ten years ago. Does that sentencse work? I don't know. We're all drunk here!

That's enthusiasm, which I'm terying to have. I'd be running around fliping tables right now, but the ghosts are already taking care of it.

Bed toppled by ‘Dr. Killpatient’, Ghostly Malpractitioner.
Etur Buzatrakust, Butcher cancels Butcher an Animal: Needs butcherable
unrotten nearby item.
→Rigôth Emettulon, Ghostly Carpenter has risen and is haunting the
fortress!

I don't rememebr that Dr' Killpatient, and from what they tell me about him, I'm glad that I never met him. At least he's into the spirit of things.

Ha! The *spirit* of things! That's...

Oh my, I think I really am drunk.

Must go now. Gar and Di-3 are going to try "ogre-tipping", whatevert that means.

.....

The Day After:

The next morning, Aban wasn't quite as happy as she had been the night before. It took a lot of drinking to give a dwarf a hangover, and unfortunately, it seemed like she'd had all of that and more. Remalle knocked on the door of her office, adding to the pain.

Aban waved vaguely in his direction. "Please You're not my friend right now, Remalle. Unless there's some sort of emergency that demands my attention, please leave now, and let me die."

"There is an emergency, Aban. There's an army of ape-men at the gates. They aren't the friendly ones."

The Enemy Is Upon Us!
A vile force of darkness has arrived!



Aban let her head fall back to the desk. (A mistake.) "How many are there?" She said, her voice muffled.

"A dozen, I think."

"Ah." She stood up, reluctantly. "Well, this is a great start to the new year. What else is there?" Remalle was still looking very worried.

"There's still a group of them left from the fall. They... seem to have stopped being friendly as well. I actually came here because they're between us and the stairs. Would you mind if I barricaded the door?"

.....

Next: Goblins to the Rescue

((I haven't been drunk in over a year, and don't remember what drunk writing looks like. I just left in my typing mistakes. This post is silly))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **November 04, 2012, 04:09:24 pm**

The Siege, Part One (Of One)

The Soldier was preparing her army for battle, with a rousing speech. "All right, I don't know who or what these ape things are, but I want you to go out and stick pointy sticks into them! You got that, men? Er... man."

Unfortunately, there was only one other dwarf waiting with her, a tough, if rather non-descript young man. He had volunteered to join Oceanbridge's small army, which seemed to be the only unusual thing about him. After glancing at the capering monsters, he said. "That won't be necessary."

The Soldier looked at her newest recruit, appalled. "This is a siege, Neo. Whatever these monsters are, they're here to kill us. You going to explain to me why you think it's not necessary to fight back? Are you a coward?"

Neo sighed, the most world weary sigh she had ever heard, and said, "No. I know about these things, and I know about Oceanbridge. Watch. Just watch."

He sounded so certain that, reluctantly, the Soldier did as he said.

The ape things ran capering over the debris and corpse littered fields. Their appearance became even more hideous the closer they came. Nothing should have that many extra limbs. "Look, Neo. There are enemies coming right at us, shrieking violently. They've got their teeth bared. They're hungry for our blood. We need to... What the hell is that goblin doing?"

The one thing that stood between the advancing horde and the gates (apart from the previously mentioned trash and skeletons) was a small goblin, who had been casually poking the brush with an iron whip.

That is, until the first ape man came within range. The Soldier barely saw the goblin move, but she did see the foremost creature fall to the ground howling, blood pouring from the place a number of its eyes had been.



After that, the fight got bloodier.

The Soldier watched, fascinated. "All right, I see your point, I think? But why did that just happen?"

Neo shrugged.

Most of the ape men turned tail and fled moments after the first fell. Only two remained on the field, and they were being slashed to ribbons by a very cheerful goblin lasher.

"Oh come on! I'm not going to let a goblin have all the fun. Hand me my hole-makin' tool!"

"Spear?"

"Whatever. Charge!"



The Soldier managed to kill one of them, at the end. The fact that it was already unconscious and bleeding to death took some of the sport out of it, though.

She and Neo stood over the corpse, while the goblin sauntered off into the jungle. "What about the one's downstairs? Wasn't that Aban person stuck down there?"

"Torn apart by Gar's traps."

"Huh."

Neo saw The Soldier's disappointed expression. "Don't worry. There's far worse on the way. That's the absolute truth."

.....

Next: Building Things

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **neo1096** on **November 06, 2012, 02:39:16 pm**

Journal of Neo:
I'm back..... again. It seems the task is still not complete, and the Gods will not allow me to move on yet again. I must say, I am getting rather weary of being chained to Oceanbridge and my annoyance grows with each return. Nevertheless, as far as I can tell the only way to move on is to finish the task. I cannot oppose the will of the Gods, much as I may desire to do so. Thus, in spite of my displeasure, I will continue to apply myself fully to this task, in the hopes that it may be complete eventually.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **November 11, 2012, 07:07:50 pm**

((I'm going to try doing a whole bunch of tiny updates over the next couple days. woo.))

From the Journals of Aban Brothertreaties, Spring 202

With Ishar and Gar digging around in the caves, it was inevitable. We've found where the alligator monster was hiding. Fortunately for us, it's in the old magma pump tunnels, which are completely flooded.



Well, it can swim, so it could come out and kill us at any moment. That's a comfort.

Almost all of the monsters that have attacked us from the depths have used that damned magma pump stack as their own personal highway. Maybe that's one thing we can blame Gar for!

.....

Next: More Little Notes

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **November 12, 2012, 12:03:42 am**

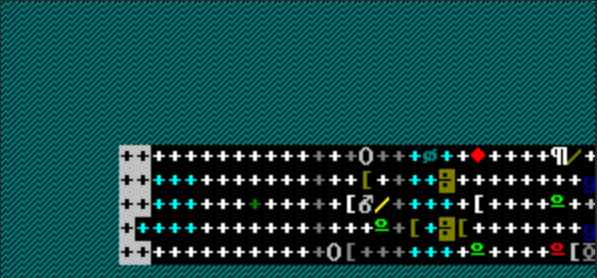
Back to Building

Officially, construction on the bridge had stopped. To start building the bridge again would risk the wrath of the goblins and giants, who still outnumbered the original inhabitants of Oceanbridge by at least three to one. It would be suicide.

Which was why Neo spent his days hauling bins full of trash along the length of the bridge. The goblins watched him, but never stopped him to actually look inside the bins. They didn't care what the surviving dwarfs did.

Two ogres waited at the very end of the bridge, but they were... not incredibly bright, and spent most of their time sleeping. Neo dumped everything in the bin onto the edge of the bridge. Broken bolts and shredded clothing went over, into the ocean far below. Other things stayed.

And slowly, the bridge grew.



.....

Next: Short Stories

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **November 12, 2012, 09:17:01 pm**

((One of them short character bios while I work on a real update. Very short))

A Short History of Gar, Engineer Extraordinaire

The Past: Born, as happens to most people.

Youth: Apprenticed in the ancient art of Mechanics. Survived it, against odds.

191: Joined expedition to Oceanbridge in order to continue to survive.

191 onward: Realized this was a mistake.

The Escape: Into the Jungles of Nightmare Island with children in tow.

After the Escape: Children immediately abandoned in human village, in order to survive.

Adventure Time: Nightmarish Jungles slightly less dangerous than old Mountainhomes. Lived.

This Year: Made it back to Oceanbridge. Surprised/Annoyed that it too survived.

.....

Aban waited a moment, with her pen raised, until it became obvious that Gar had nothing else to say.

"So, that's what happened to you? That's all?"

"That's all you're gettin' out of me."

.....

Next: Piles of Dwarfs

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **November 12, 2012, 11:08:39 pm**

Quote from: [varnish](#) on November 12, 2012, 09:17:01 pm

Aban waited a moment, with her pen raised, until it became obvious that Gar had nothing else to say.

"So, that's what happened to you? That's all?"

"That's all you're gettin' out of me."

What's the point of writting that dull stuff down? I'd rather write a sketchbook of crazy inventions to step into history.

That pump stack bothers me too. When the shelter is completed, we should retake it. Do we still have a power source (forgot how we powered the stack)? How many of pumps are destroyed?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **November 13, 2012, 12:11:22 am**

Quote from: peregarrett on November 12, 2012, 11:08:39 pm
That pump stack bothers me too. When the shelter is completed, we should retake it. Do we still have a power source (forgot how we powered the stack)? How many of pumps are destroyed?

((Almost all of them. So that's fun for the future!))

Late Spring, 202

Aban and Remalle could only watch as more people came tramping down the stairs, into the musty sand meeting hall.



"Who are all of these people? I mean, who the hell are all of these people?"

"Refugees. I found that out by asking one of them, by the way."

"That's... smart. Well, I guess I'll greet all of them. All... twenty-seven of them. Gods." Aban looked over the group. Most of them had simply collapsed, exhausted in the hall. They were covered in mud and blood, and the few of them that still wore clothing weren't wearing all that much. And then there were the ones in *really* bad shape.

She approached one man who was still standing, albeit shakily. "Uh, hello. My name is Aban Brothertreaties. This is Oceanbridge. Why the hell are you here?"

He turned to look at her, through bloodshot eyes. When he spoke, it was almost inaudible. "We come fleeing the doom from the north. The ice giants, the jotunar march! Hundreds of giants, and the winter follows them. Winter without end!"

"So... You mean... Look, there's about a dozen giants sitting on the bridge right now. Are they the one's you're fleeing? Because it looks like they outran you."

The wild eyed dwarf grew even wilder eyed, and with a hoarse shout, he fled the room. Down into the lower fort.

Aban tried to shout after him, "Wait! There's about five of them down, not to mention the goblins and... Oh, he's gone." Aban shrugged. "He'll see them soon, I'm sure."
.....

Next: Too Many Cave Monsters

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **November 15, 2012, 09:37:46 pm**

((wait, no. A siege first))

From the Journals of Aban Brothertreaties

And the ape men attacked us again. This time is was several dozen of the monsters, coming from every direction, through where the jungle used to be. (The one we cut down, back in the day.)

The fact that we were being attacked caused a few of the refugees to panic and run out onto the beach, for some reason. Well, they didn't need to worry. This is Oceanbridge. We're going to have to suffer through a dozen more sieges at least before we get destroyed again!

Anyways, the ape-men charged right into the waiting maces and whips of our friendly goblin horde, who looked pretty happy to have the fight.





The Soldier and some recruit named Neo went out to help, but they had to do a lot of looking before they even found something to kill.



They did find some, which is all right, I suppose. Neo helped drive the last of them off, and came back covered in various... bits.

The Recruit slashes The Dark Strangler Elite Wrestler in the first left lower arm with his ðiron short swordð, tearing apart the fat! The Recruit stabs The Dark Strangler Elite Wrestler in the lower body with his ðiron short swordð, tearing the muscle and spilling her reeking guts!

Maybe we should get the old bathhouse running again.

And me? I've been busy cataloguing the number of coffins here, because that's the kind of thing that I know how to do. At least 176, and every one of them is full. Meanwhile, there are still dozens of skeletons lying about the fortress, unburied and un-memorialized.

Considering... well, everything, we should really get on that. We've already got enough walking dead around here...

.....

Next: The Dead Talk Back

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **November 19, 2012, 12:33:06 am**

So, as I'm working on the nest update, I'm wondering, is there anything I can do to make this fort better?

I mean, is there anything I can do to make it so things:

- Make sense to anyone new
- Get readers more involved

and so on.

Things to think about, I suppose. Update soon.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **neo1096** on **November 19, 2012, 12:40:10 pm**

For what it's worth, I'm really enjoying it. I don't know how to go about making it more interesting/involving though. Maybe soliciting and working in reader suggestions and showing progress on them? I'd like a fort built down from the bridge into the ocean, for example.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **November 21, 2012, 01:55:54 am**

((It's good to know! I'll try to show more of the reader suggested stuff. Also, more updates.))

Talking to the Dead

"A seance? What good will that do?"

"I don't know. Possibly none. But it was something that Wilberforce tried, and... as ridiculous as the idea is, it actually did work. If nothing else, I'd like to find out what Dr. Killpatient's spirit wants. I'm tired of him throwing my bed around in the middle of the night."

Unseen nearby room.
Bed toppled by 'Dr. Killpatient', Ghostly Malpractitioner.
Rovod Libashatul, Milker cancels Clean: Dangerous terrain.

"So, what do we do?" Ishar had agreed to help him. For some reason, she actually seemed excited. He had to remind himself that this was Ishar the miner, not Ishar the hunter. Ishar the hunter's experiences with ghosts hadn't exactly been that positive.

Remalle looked around. He'd set up the dining room more or less as he remembered Wilberforce doing. There were large, dribbling candles made from cat tallow, set up in a vaguely symbolic pattern. He'd chalked some arcane symbols from one of Croaker's books on the floor, and stood a couple of chairs between them.

It seemed close enough.

"We... concentrate. Join hands and concentrate."

"That's it? I thought we could chant, or something!"

Remalle shrugged, and closed his eyes. He wasn't really sure how it worked, but something had happened whenever Wilberforce had tried

it. And it had somehow become his duty to deal with these things.

Ishar started "chanting", and he tried to concentrated on summoning the spirits of the dead. That meant... thinking about the dead really hard. Thinking about all of the friends he had lost over the years, and all of the times he had almost joined them. Thinking about the ones who had come back, *somehow*, and how they always came back different. Trying not to think too hard about what that might mean.

When it finally happened, it wasn't Dr. Killpatient who showed up. Or maybe he had; it was impossible to tell. The whole thing was over in a flash. There was a tremendous noise, not exactly frightening, but *loud*, like hundreds of voices speaking at once. And then there was the vision. He saw it for one second, and that was far too long.

After the chaos died down, Remalle stood up, and helped Ishar stand as well. The candles had all gone out. That seemed to be inevitable. They both stayed silent for a while.

Ishar spoke first. "How many different things have died here, do you think?"

"A lot. Hundreds, probably thousands."

MafoI Inséldodók, Recruit	Deceased
`Argon`, Recruit	Deceased
`Neo`, Recruit	Deceased
`Kingfisher`, Recruit	Deceased
`Orcrist`, Recruit	Deceased
ùshrir Uzolkoman, Recruit	Deceased
Urvad Akrulrikkir, Recruit	Deceased
Arstruk Zolakamlû, Goblin Master Thief	Deceased
Smunstu Nakotuxxu, Goblin Thief	Deceased
Bâx Emngul, Goblin Thief	Deceased
Amxu Zugstruxutes, Goblin Thief	Deceased
Azstrog Stoshûbstug, Goblin Thief	Deceased
Snodub Snanguzông, Goblin Thief	Deceased
Song Strodnobosa, Goblin Thief	Deceased
Aka Ongumsuslem Sokröx Naza, Ettin	Deceased
`Lovecraft`, Peasant	Deceased
Atír Likotbërûl, Peasant	Deceased
Stukos Kelegom, Dwarven Child	Deceased
Edëm Mörulilir, Dwarven Child	Deceased

((A small sample))

"Yes, that's what I thought." She looked around the room, which seemed a lot less empty now. "If they all come back, like the soldier says they're doing..."

"That might not happen here." He had some reason to think that was possible, in spite of everything. Remalle had been able to make out one word, in that split second of noise. It hadn't surprised him, because it was one that he had heard before.

"Trapped."

But what did that mean, and what would happen if suddenly they weren't?

.....

Next: Problems? Probably Problems.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Alkhemia** on **November 21, 2012, 02:03:26 am**

Oh my I completely forgot about this fort :'(

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **November 21, 2012, 04:25:12 pm**

((I hope that you're only slightly confused! And if you want to be redwarfed, just let me know. I think there's only been two Alkhemia's so far, so there's plenty of room for another))

From the Journals of Aban Brothertreaties, Late Summer 202:

I've been on edge these past few weeks. Now, you might think that I haven't got anything new to worry about by now. I mean, the ape men attacks are normal, the ghosts are old news, and the alligator beast is still swimming around the magma pumps (it's probably warm there) so what's to worry about?

Insanity, that's what.

Well, hopefully that won't be the result. But one of the refugees has quietly locked herself away in a mason's shop.

Rovod Libashatul, Milker withdraws from society...
→Rovod Libashatul has claimed a Mason's Workshop.

So many strange, (and, all right, boring) things have resulted from these moods, I really don't know what to expect. Either some sort of macabre totem, or a lump of basalt that she'll call a chair. Or, she could go insane and attack us.

So, I'm on edge.

.....

One Week Later:

I... was wrong. On all counts.

Bûnemked, "Soothefeeds", a native gold table

This is a native gold table. All craftsdwarfship is of the highest quality. It is decorated with dark strangler bone and encircled with hands of native gold. This object is adorned with hanging rings of native gold and menaces with spikes of native gold.

It's beautiful.

.....

Next: Problems. Not Solutions.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Alkhemia** on **November 24, 2012, 09:22:17 am**

Sure why not I'll just bookmark this to not forget this time.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **November 27, 2012, 12:26:41 am**

((And I'll get you in soon, and try to keep updating, and not die of this horrible cold I've got. Quick, tiny update.))

Notes from Oceanbridge, Summer - Autumn 202:

Aban gave the order for Rovod's gold table to be placed in the dining room, hoping that it would keep everyone in a good mood, and distract them from the fact that they were eating in a room filled with coffins, skeletons, and restless ghosts.

It worked, until the ghost themselves began to take interest in the table. After several meals turned "cold, so very, deathly cold", most dwarfs stopped eating there.

.....

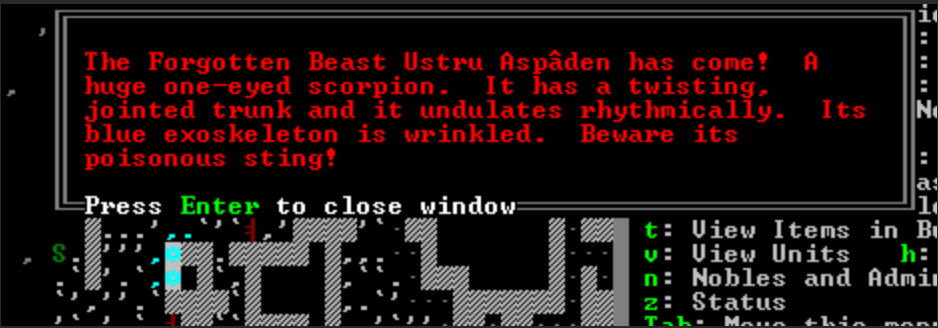
Several other ghosts took up position in the brewery, and refused to leave.



After several days of jokes involving "spirits", Gar declared that all puns would be punishable by death. (Un)fortunately, he was in no position to enforce the edict.

.....

And another beast came crawling out of the endless caverns.



.....

Next: Issues, Which is Another Word for Problems.

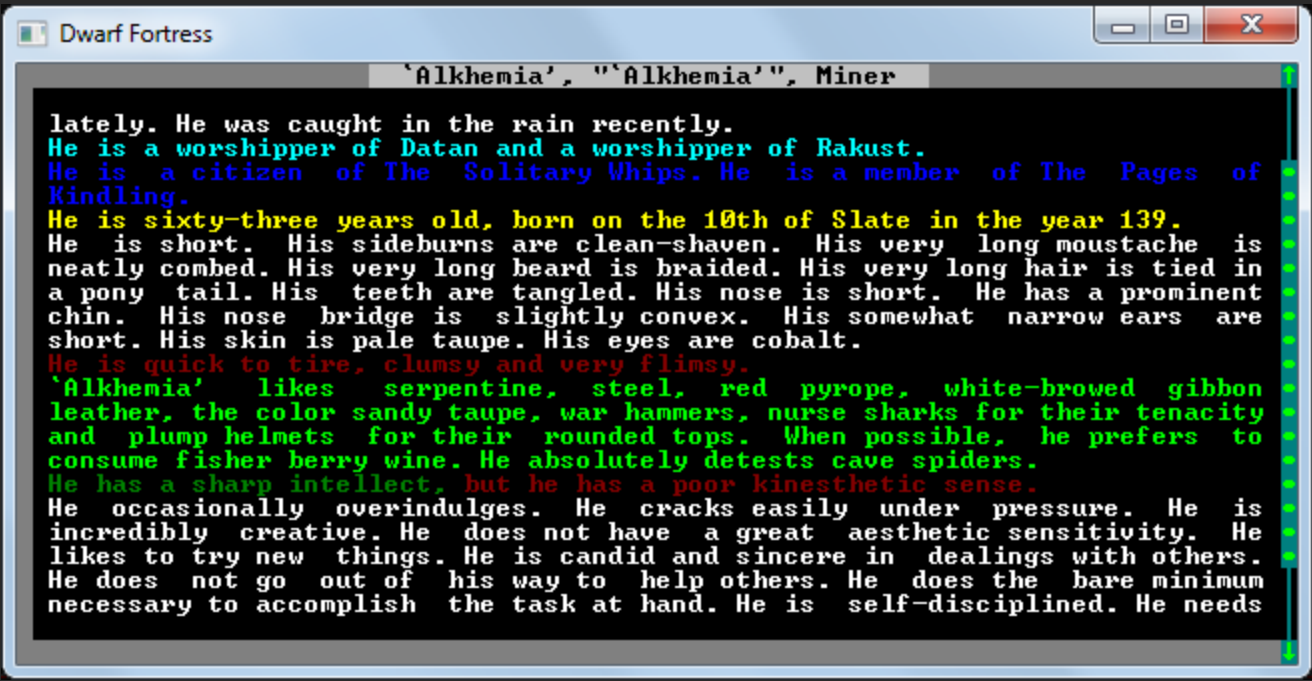
Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **November 27, 2012, 10:30:11 pm**

Training:

"I know that most of you don't know how to fight. But that's ok, because by the time I'm done with you, you will know how to fight! That's... that's the definition of training." The Soldier scratched her head. "So let's train, people. Start hitting each other with your weapons."

The old barracks was still flooded, so the Soldier had appropriated a tomb for her new training arena. Being surrounded by the remains of fallen warriors had to be inspiring, she thought. And they'd also be ready when those fallen warriors started rising from their graves, hungry for blood. That was going to happen any day now, she was sure.

She noticed something odd about one of the new recruits. "You, Dodok! What kind of weapon is that?"



"My name is Alkhemia, commander, and this is a training sword. It's made out of cedar, so it won't cut-"

"I could have sworn that your name was Dodok. I wrote it down, even. Well, put that away and use a real sword. You aren't going to be fighting enemies armed with sticks!"

"Actually, some of the elves use-"

"Real sword, back to training, Alkhemia. No questions."

"Yes, Commander."

They were lucky in Oceanbridge, the Soldier thought as she watched the recruits clumsily attack each other, to have all of this fine armor. Every member of the militia was clad in steel, from head to toe, something that was unheard of in the outpost she had fled. No danger of training injuries here. Of course, they'd had to repair most of the pieces, as they had very large holes in them, which meant that the

previous owners had not been lucky at all...

She had just managed to push that thought out of her head, when she heard the screaming.

The first thing she and the militia saw was Aban, who stumbled out of a side tunnel, out of breath and near collapse.



The next thing they saw was the potter, who tried to follow Aban to the relative safety of the training room.

He didn't make it.

The Forgotten Beast kicks The Potter in the head with its right third foot, jamming the bone through the skull, tearing apart the skull and bruising the brain!
Udil Avuzzoz, Potter has been struck down.

The Soldier drew her spear, and turned away from the monster in order to face her recruits. "See that, Alkemia? *That* is why we don't use wooden swords in training. Charge!"

.....

Next: A Fight

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **November 28, 2012, 01:50:01 am**

((updatin'))

From the Journals of Aban Brothertreaties

Well, we killed it! How about that.

I should say that Neo killed it, as he was the one who did most of the fighting. No sooner had I got out of the way, then he was jumping on top of the giant scorpion thing, stabbing away.



It was, in all honesty, an amazingly courageous thing. Neo was there stabbing away at the hide of some hideous insect ten times his own size, a sword in each hand, shouting curses and imprecations and so on.

short sword=, fracturing the chitin!
A ligament has been torn and a tendon has been torn!
The Recruit slashes The Forgotten Beast in the left first foot with his
=iron short sword=, fracturing the chitin!
A ligament has been torn and a tendon has been torn!

Oh! He's go two swords now, I guess.

=iron short sword=, Left hand
<+adamantine short sword+>, Ri

Not official uniform, but I don't think anyone is going to question him after this performance.

The fight went on for a very, very long time (I myself went to find a drink, talked with Gar for a few minutes, and updated the stockpile records to include one potter's corpse before coming back to still find him fighting).

chipping the chitin and bruising the muscle!
A tendon has been torn!
The Recruit slashes The Forgotten Beast in the cephalothorax with his
=iron short sword=, fracturing the chitin!
The Recruit slaps The Forgotten Beast in the right pincer with the flat
of his =iron short sword=, fracturing the chitin!
The Recruit stabs The Forgotten Beast in the left second leg with his
=iron short sword=, tearing the fat!
A ligament has been torn and a tendon has been torn!
The =iron short sword= has lodged firmly in the wound!
The Forgotten Beast misses The Recruit!
The Recruit twists the embedded =iron short sword= around in The
Forgotten Beast's left second leg!
The Recruit scratches The Forgotten Beast in the left first leg, chipping
the chitin and bruising the muscle!
A tendon has been torn!
The Recruit stabs The Forgotten Beast in the left first foot with his
=iron short sword=, tearing the muscle!
The Forgotten Beast misses The Recruit!
The Recruit stabs The Forgotten Beast in the trunk with his =iron short

The monster finally keeled over from blood loss (not poisonous blood, thank the gods), and some other recruit finished it off with a spear to the head area.

The Kills of Goden Fathunâl

One Kill
Ustru Dieddrool the Cavernous Mites the forgotten beast, d. 202

Neo didn't seem too upset, though. He sheathed his weapons, picked up a limestone block, and made his way up to the bridge.

Meanwhile, I'd like to bury the poor potter who was killed. But we still haven't managed to bury everyone else who's died here. He'll have to wait his turn, or come back to life again, or come back as a ghost, just like everyone else.

.....

Next: Possessions are Problems Too

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **November 29, 2012, 09:07:38 pm**

From the Journals of Aban Brothertreaties, Early Winter 202:

Well, our victory wasn't going to come without some sort of price.

I was walking by one of the older, long abandoned workshops when I heard the babbling. It was a terrifying moment, and I thought at first that I might be hearing... some sort of voice, again. But when I peeked in through the entrance, I just saw one of the refugee brewers, curled up in a ball on the floor, naked and whimpering. There were piles of ape men bones and llama wool all around her.

Stukos Dodókrulush, Brewer cancels Strange Mood: Went insane.
Stukos Dodókrulush, Brewer has gone stark raving mad!

Ok, that was all also pretty terrifying, but in a more mundane way. Mundane for around here, I mean. I found out later that the last person to see her had noticed her wandering down to the lower halls with "an unearthly light in her eyes, speaking in voice that was not her own". I asked him why he hadn't, you know, mentioned this, and he said that he had thought she was just sober.

But I know what really happened. She was possessed, by something. Something that didn't get everything it wanted, and drove her mad when it didn't.

Croaker took her to the hospital, but she keeps leaving her bed and wandering the fortress, babbling. Refuses food and booze. We know how these things go. So there's another death for us.

.....

Next: Questions about Problems

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **November 30, 2012, 09:02:35 am**

What did that guy want? I thought we have here ANY kind of resource. Maybe we should have sheared some sheeps?

Also, how's work on shelter going? Will we be back to Bridge soon?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **December 01, 2012, 12:29:03 pm**

I don't know what went wrong with the mood. We had every type of material that I could find, which was pretty much all of them. The one item missing was actually some sort of rough gem.

The shelter is almost done, and will be shown off soon. It's... a bit different, due to space, but it does feature pressure plates, traps and drowning! I've also filled every corridor with traps.

TRAPS

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **December 01, 2012, 07:27:54 pm**

((Tiniest updateish thing. No time to write.))

An example of engravings featured in the emergency shelter:

Croaker provided several, though he seemed to be stuck on a single subject.

Kordam Nucan, "The Cosmos of Consideration"

Engraved on the wall is a superiorly designed image of goblins and dwarves by 'Croaker'. The goblins are massacring the dwarves. The artwork relates to the defeat of The Good Works of The Solitary Whips and destruction of Oceanbridge by The Witch of Dwellings in the late winter of 199 during Utu Era, "The Onslaught of Horns".

Bal âbir, "The Tones of Romance"

Engraved on the wall is a superiorly designed image of goblins and dwarves by 'Croaker'. The goblins are massacring the dwarves. The artwork relates to the defeat of The Good Works of The Solitary Whips and destruction of Oceanbridge by The Witch of Dwellings in the late winter of 199 during Utu Era, "The Onslaught of Horns".

Di-III added a satirical touch

Rezatthusest, "The Dangerous Fury"

Engraved on the wall is a well-designed image of 'Aban Brothertreaties' the dwarf and rats by 'Di-III'. 'Aban Brothertreaties' is surrounded by the rats. 'Aban Brothertreaties' looks terrified.

And Remalle depicted something very few of them could remember in this lifetime.

Gemisilral, "The Inferior Treaty"

Engraved on the floor is a superiorly designed image of dwarves by 'Remalle'. The dwarves are traveling. The artwork relates to the foundation of Oceanbridge by The Hatchet of Incidents of The Solitary Whips in the early spring of 191.

.....

Next: Monster Problems

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Alkhemia** on **December 01, 2012, 08:18:57 pm**

Quote from: varnish on December 01, 2012, 07:27:54 pm

Next: Monster Problems

Sounds like fun

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Kalemyr Skyfire** on **December 01, 2012, 10:13:21 pm**

Yay, I've finally caught up; I will now stop lurking in this thread.

So... When will the Goblins notice Neo is building the bridge?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **December 02, 2012, 09:32:01 pm**

((Congratulations on reading it all! And the answer is: maybe soon.))

From the Journals of Aban Brothertreaties, Winter 202

There are large tusked, shaggy monsters that live in the caverns, and no, I'm not talking about Gar. (How was that? I'm trying to remember if I have a sense of humor!) Apparently these things also sometimes work for the goblins, because there's a few out on the bridge. Those one's don't try to kill us yet, though.

A farmer met the creature coming up the stairs. She told us that it was climbing up them like a goat, on all fours and with a dead turkey in it's mouth. Which is well, a somewhat too vivid image.



Neo and a few others were on hand, though, and one can guess the result.



Severed troll parts everywhere. Well, at least it's good to know that we can handle anything the goblins might throw at us when they inevitably betray us.

.....

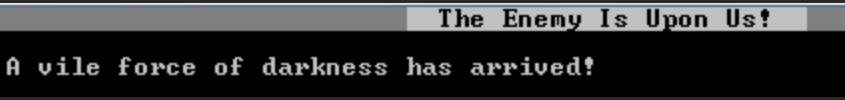
Something felt... wrong. Aban looked up from her writing to see the Soldier standing in front of her desk, looking at her.

"How... how long have you been there?"

"A while, expedition leader. What is that? Is it the official record of this fortress?"

Aban pushed her notepad aside, knocking several piles off her desk in the process. "No. No it is not. What do you want?"

"Another siege to report! There are about fifty of those ape-men outside.



I just wanted to get your approval, and we'll get out there and kill them dead." the Soldier grinned. "I have to say, fighting these bastards is almost fun."

Speechless, Aban nodded. The Soldier dashed away, calling for Neo and the other militia captains.

Aban watched them go, then picked up her notebook again, and wrote: "Well, we're under siege again. This marks approximately the 115th time I have written these words..."

There was no official record of Oceanbridge that she knew of. If there was, reading it would probably drive someone mad.

.....

Next: Fighting Problems is Fun

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Alkhemia** on **December 03, 2012, 12:08:46 am**

Quote from: varnish on December 02, 2012, 09:32:01 pm
Next: Fighting Problems is Fun

Best way to solve all problem killing them :P

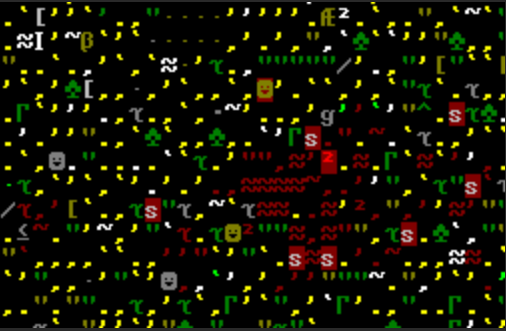
To bad the FB did not have anything FUN like deadly blood or dust seem to be getting almost too easy.

((Well, maybe that will change))

The Historian Records a Great Battle:

And in the winter, many apemen arrived. Long had they come to Oceanbridge seeking death, howling through the jungles from their distant dens. Great were their numbers, and great their stench, but the will of the dwarfs of Oceanbridge was greater still. The spear-dwarfs, and yes, the swords-dwarfs and pick-dwarfs and armed-with-cabinets-dwarfs too, marched to meet their hated enemy on the field of battle.

They then marched still further, having first found a single goblin surrounded by many bodies of ape-men, and The Soldier was heard to say "Not again, they always get here before us."



The Historian marched with them, and saw the bloodlust of the great dwarf warrior at last sated, as more apemen poured out of the thick green underbrush, like snakes that had three arms, and no tails or scales. Goblin and dwarf fought side by side, and much blood was spilled by both.



The Soldier proved to be a shield-dwarf as well, and crushed an apeman's skull, in the final blow of the battle.

The militia commander strikes The Dark Strangler Wrestler in the head with her <<+iron shield+>>, bruising the muscle, jamming the skull through the brain and tearing the brain!

The battle won, the happy dwarfs celebrated through the night, feasting on wine, plump helmets, and finely minced troll. But the soldier known as Neo looked to the night horizon, and saw bright lights, and smoke.



And he asked "What the hell is that?"

.....

Next: Massive Fires are Quite Clearly Problems.

((I don't know why the map is on fire))

When the surface fire became a problem to dwarves? Usually we start those fires, and from that it's all other's problem! It will clean the surface from bodies and clothes, that is good. Also it will burn most of "friendly" goblins, that is good also. What's all that talk about?! Just stay away from that and come back when it's over.
Gar grumbles in annoyance and turns back to his work on shelter and corridor traps

Oh ho I spoke to soon or maybe I jinx it.
How could it get any worse ;D

post to follow :)

((right on))

The Fire, Part One:

"Ok, so close the gates!" Aban was pacing up and down in the old meeting hall. There wasn't much room to pace, as the room was packed, so she was mainly walking in a very small circle.

Gar said, "Bit of a problem with that Aban. Not one these idiots can remember which fucking lever works the gate."

Remalle spoke up. "Didn't you build it, Gar? Surely you must know which lever is which."

"I built a lot of things, Remalle. Right now, I've got to go build a new set of pumps. Deal with this thing yourself."

Ishar pushed forward as Gar made his way back to the stairs. "Look, all we need to do is pull some of the levers, and hope nothing disastrous happens, right? The worst that could happen is we all drown or burn to death, right? Both of them can't happen at once, probably!"

"Yes, thanks for that, Ishar."

"You're welcome, boss. I'll just pull this lever right here then!"

Against all odds, it turned out to be the right lever, and the solid stone gates of Oceanbridge swung shut. They were safe.

As Ishar pulled the lever, Aban noticed something odd out of the corner of her eye. A strange flickering light near one of the walls.

Just a ghost, she realized. Nothing out of the ordinary about a ghost-



She blinked, and it was gone.

.....

Next: Sieges, Fires, and Bird-Men = Problems.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **December 03, 2012, 11:02:23 pm**

There is a command in new dfhack that shows linkages of mechanisms. In case you really forgot where that lever is, not just roleplaying.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **December 04, 2012, 02:34:23 am**

((I actually *have* forgotten what most of the levers do, so that's useful to know))

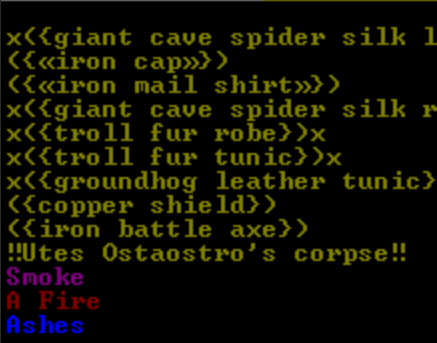
The Fire, Part Two

From the Journals of Aban Brothertreaties

Well, this is something else! This is a brand new nightmare. A nightmare aside from whatever it was that I saw in the old hall, which was nothing, so why do I mention it?

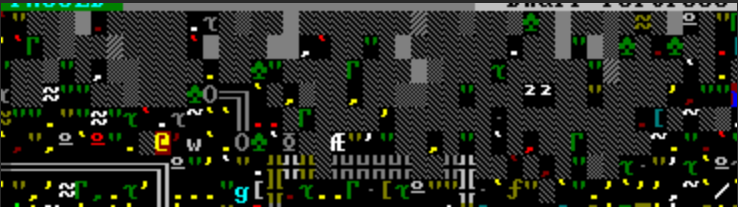
The fire... I'm not up to the task of describing it. It's all around the fort right now. No one dares step outside because of the heat. The noise is nearly worse, and if some sort of monster comes roaring out of the depths right now, I don't think anyone would notice it until it started killing.

We all watched as the flames rushed over the fields outside. The goblins didn't even try to escape (Which was exceptionally creepy, I have to add), and were burnt up where they stood.



A few of the ice giants were out there too, and they went up like candles. Very large candles. That screamed.

When the flames reached the old arena, everyone fled to the lower levels. Smoke is everywhere, the fire itself has stopped at the walls. I wouldn't touch the walls, for fear of, you know, bursting into flame. But we've got a safe shelter here.



At least nothing much worse can happen.

Wait, what the hell am I saying? Erase that! I never wrote that!

Damn it, now Neo is telling me that there's sounds of battle coming from the shore. It must be a very loud battle, for anyone to hear it. We must be under siege again.



Hopefully the fire will burn them too.
.....

Next: Traps are Problematic.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **December 04, 2012, 03:24:42 am**

Are those elves on the shore? Smart bastards, staying close to water.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Kalemyr Skyfire** on **December 04, 2012, 11:21:51 pm**

Am I the only one that believes the armed-with-cabinets is a reference?
I hope the Goblins win that fight; Less problems that way.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Remalle** on **December 04, 2012, 11:45:07 pm**

Quote from: Kalemyr Skyfire on December 04, 2012, 11:21:51 pm
Am I the only one that believes the armed-with-cabinets is a reference?
It almost certainly is. (<http://aaron.acephalo.us/nist-akath/html/elizar/index.html>)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **December 05, 2012, 03:02:45 am**

Yes, it is. That's the reason I started playing Dwarf Fortress in the first place.

Working on an update, probably a big one.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Di** on **December 05, 2012, 06:01:53 pm**

Diary of ... no wait, diaries are for girls, real men write journals. Oh, okay, let's just start this from the beginning.
The journal of Di-III, the proud descendant of Diaconatian family.
Can't even remember how much time has passed since I've arrived to once glorious fortress of Oceanbridge for the first time. Though some part of me is little uncertain whether this has place ever been glorious, but the elders of my clan were certain that my destiny is to succeed in what my numerous siblings failed or to lay my life in the foundation of future triumph of Diaconatian family and dwarvendom.

The fortress was glorious in one thing indeed, falling. By the miracle I've survived but didn't manage to get away from it enough. Looks like someone's going to clean up the mess.

Hasn't been long before we've found remains of Di-3, his unburied bones were just lying around in a grass up there. Didn't know he even was here. I swear I'd tear nearest goblin apart with my bare hands if parents hadn't trained me how to control my anger. We were somewhat of a rivals him being from the neighbouring family. Di-shomes they called themselves I believe. We've fought and called each other the names throughout our childhood. Then we'd challenge each other in a drinking duel whenever we met near a tavern. We weren't friends yet now when all what remains from him lies in a pile of mud and grass I feel emptiness inside.

More and more dwarves kept coming to this place telling stories about horrors at the north, I can only hope that gods and geography protected the secluded commune from where I come. Someone of them managed to speak with greenskins and informed us that all the giants, trolls and goblins are here to ensure we don't build a bridge. Only ogre are guarding the bridge itself though. Maybe if we tell them we're building fortress on the bridge, not the bridge itself they won't mind?

Someone has opened fortress to the lake down below. Looks like it's my moment of glory. Point to remember: better stay on the dry side.

Some fellow lost a tooth to a fish. Why didn't they let me seal that water tube completely?

Monkey men are coming and dying. And coming and dying hope that army girl and her creepy sidekick will learn a lot from fighting them. More than those goblins hanging around.

Some of newcomers has made a nice table. Soothefeeds. Hope the ghosts that occupied it have found some soothiness for themselves in it. Gods. I'm so totally making those coffins as soon as I finish all the other stuff.

The giant scorpion monstrosity managed to sneak inside. Dammit, I thought I've closed all the gaps in our walls. Are miners assisting them?! That Neo guy, now looks even more creepy.

Another monkey battle. Did someone drop a torch?

The fire is raging outside burning lush vegetation and goblins to ashes alike. There's something poetic in the resoluteness with which they (goblins, not plants) stood their ground even when facing sure death in flames.

Probably I should churn a harp or a drum from a rock and put my musical talents to use to memorize this terrible wonder.
Spoiler (click to show/hide)



Something like this (<http://youtu.be/NOErZuzZpS8>)

p.s. Sorry guys I've tried to control my scribbling mania but I've had an outburst today.
Also, varnish, good job. You've made me launch the game today, the first time in a couple of months.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **December 06, 2012, 02:59:17 am**

((I like the journal thing, Di. I always like when people add their own characters views))

The Fire, Part Three: Fighting in the Fort

The farmer was dead by the time the Soldier turned the corner. One of the "beak-wolves" was standing over what remained of the woman, poking at the... bits with one of its sharp claws.



There had been a few of the "bird-men", as the older Oceanbridger's called them, around since she had arrived. They didn't bother anyone, and Gar had assured her that his cage traps would take care of them if they ever got "frisky".

He was wrong, she thought. The bird-men had been watching the whole time, and they new exactly where the traps were, and how to avoid them. And now they were all over the fortress,

All of that went through the soldier's head pretty quickly in the time it took for the bird-man to leap at her, claws and beak bared.

.....

From the Journals of Aban Brothertreaties

Gods. (Go away, gods.) It's been some time since we saw this kind of bloodshed in the halls of the fort itself. The last time was... the last time it fell. So that's a wonderful reminder.

But for now the fighting is over. We lost some more people, all from the refugee groups, but that's the way things go. And I have actual official reports on the attack, (actual and official!) from Neo and the Soldier, which I'll just copy on into here.

Report of the Soldier:

Must write with one hand, as bird thing bit chunk from other arm

Was attacked by "beak-wolf" in upper halls, wounded, but managed to kill beast despite getting bit. Monster had torn farmer to shreds. Stabbed farmer to ensure she would not rise again, made way to main food storage room after hearing screams.



Found more bird monsters menacing hapless civilians, killed them all. Not the civilians, they aren't a danger yet.



A good fight, but not where one would *like* to fight. Let's try to fight outside next time.

- Two notes:
1. Cage traps were useless.
 2. Twenty goblins or more still in halls. When they attack, it will be bad.

Only comfort of recent events is the burning of corpses and skeletons outside. The fire may be a blessing.

Neo's Report

As defending this place is my duty, I suppose I must also report on that defense. I feel it is mostly useless, however, and a waste time that might be used for something constructive. Nevertheless, here is my report.

While the Soldier and her squad fought off the monsters in the stockpiles, the rest of the militia and myself had our hands full in the old hospital.



The largest of the monsters were here, and it was only after they savaged three good recruits that we put them down. I hold very little hope for their survival.

Aban's Journal:

So that's that. Everyone, myself included, is worried about what will happen if these goblins attack. Everyone says, Hey! Get rid of them! But no one has any real ideas on *how*.

Maybe things will become clearer after this damn fire is gone. It's reached the gate, now.



.....

One Week Later:

The fire had passed, but the air around the fortress was still filled with smoke, making it impossible to see more than a few yards. Remalle was pacing the walls, looking for some sign of life out in the blackened fields. So far as he could tell, there was none. All of the goblins were dead (leaving out the ones on the bridge, and in the fort itself.) That left the question: who had started the fire in the first place? The goblins... probably wouldn't have deliberately burned themselves to death, and the ape-men didn't have the brains to do something like that, he felt. So who?

The smoke was actually clearing away quickly, carried off by the endless wind that blew off the ocean. Already he could see past the arena.

And it was just past the arena's walls that he saw the giants. They were walking unscathed over the hot ashes, and they were coming straight for the fortress.

.....

Next: Giant Problems.

((So tired. Got to check this over tomorrow and hope it makes sense))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Di** on **December 06, 2012, 04:39:24 am**

Another riot inside fort is coming, yay!
By the way, does my dwarf has any weapon?
Since badger is his former relative I guess he'll be more confident to fight than average civilian. On the other hand, make sure he doesn't go insane while armed.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **December 08, 2012, 09:18:57 pm**

((he's a crossbow wielder, so potentially either useless or dangerous. This post was hard to write for some reason.))

Talking to Giants:

Aban, Neo, Ishar, and most of the others watched the giants approach. It was very dramatic, she had to admit. Fifteen immense creatures, striding almost silently over ash, wreathed in smoke, and so on. She might have appreciated the moment more if they hadn't also been holding weapons that were larger than three dwarfs were high. And they knew how to use them. The birdmen weren't attacking anymore.



She turned to Neo and said, "Have we ever fought off these things before? Successfully?"

Neo nodded. "Once, I remember. Ishar drove them off."

"No I didn't!"

"Not you, Ishar. One of the others."

The conversation stopped there, as the giants had reached the gate. The largest of them (it was hard to tell, as they were all enormous) stepped forward, thumped his axe handle on the ground twice, and spoke one word.



"Doom."

Then it was silent again.

Aban scratched her head, and tried to think of an appropriate response. "Yes, well."

The giant didn't knowledge her, but continued in the same vein. "Yes, doom approaches, puny dwarfs! It watches you all as you huddle in your pits. It calls out your names one by one, and you recognize it not. It breathes alongside you, and you feel you are alone. Rakust stirs in his eternal slumber, and you poke at him with the sticks of awakening!"

"What?"

"End your building of this... this bridge or perish, foolish dwarf."

"I see. Well, let me get this straight. You already tried to kill us all once, and you almost did, but you let us come back, for some reason. And now you threaten us again? Why didn't you just kill us all before?"

"Doom will come for you if you build, dwarf." That seemed to be all he was going to say. The giants waited in a half-circle around the gate, their weapons at their sides.

Neo nodded to Aban, and said "This same thing happened before, the last time they attacked us. It was only a bit after that that the fortress fell again. Just, uh... a word to the wise." He shrugged.

"Hold on, no. I'm not going to take this." Aban climbed up onto the ramparts in an attempt to look the giant's leader in the eye. She had to settle for looking him in the chest. "Listen, you giant thing, or whatever you are. We've already faced whatever doom you might have! We've been facing it since the very day we can to this horrible island! And no, we are not going to stop building. We've all fought too hard, and lost too much to just pack in a give up because a bunch of over-sized humans think we're offending a god or something. I've heard a few gods myself, and they tell me to keep on building! Neo!"

"I'm right here, don't shout."

"Pick up a block, and get out on the bridge. We are going to start building again."

"Ah. Right. Again. What about the goblins?"

"There are about twenty goblins left here. There are fifty-four of us now." Aban pointed to the Soldier. "Arm the militia. The goblins can try to stop us if they really want to. But I *am* going to finish this bridge."

The giants didn't attack, yet. But they didn't leave their position near the gate either. They watched.
.....

Next: The Soldier is Possessed (It's a Problem)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **December 09, 2012, 02:50:06 pm**

From the Journals of Aban Brothertreaties:

What's the word for this sort of feeling? Exhilation, I think. Spring is here, we've begun building the bridge again, and the goblins don't dare lift a finger against us while the militia is watching. Things are actually going ok!

Well, ok. There have been a few problems since we started rebuilding the bridge. (Not that it has anything to with... all right, it probably does.)

Gar and the others have been trying to find a source of fresh water, and there just aren't any. None of our old methods are working either, not the pumps or the cisterns. Even the water in the caverns has become too salty to drink. We know this, because one of the wounded refugees died of thirst while he was being treated.

```
Spring has arrived on the calendar.
'Neo', Mason cancels Give Water: No water source.
'The Soldier' has begun a mysterious construction!
Catten Tusungkûbuk, Suturer cancels Clean Patient: No water source.
'Neo', Mason cancels Give Water: No water source.
'Neo', Mason cancels Give Water: No water source.
Fikod Egdothmedtoh, Surgeon cancels Clean Patient: No water source.
'Neo', Mason cancels Give Water: No water source.
Nomal Erushnunok, Woodworker cancels Give Water: No water source.
Stukos Dodókrulush, Brewer has died from thirst.
```

And the Soldier went missing for some time. She's still alive, but was found in a crafter's workshop muttering all sorts of horrible things. But she has something in her hands, and it was... interesting.

Zatankuro! Tîrdugibel, "Cloutembraced the Brutal Zenith", a microcline fig

This is a microcline figurine of Oddom Armorfought. All crafts dwarfship is of the highest quality. The item is a masterfully designed image of Oddom Armorfought the dwarf and dwarves in microcline by 'The Soldier'. Oddom Armorfought is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Oddom Armorfought to the position of king of The Solitary Whips in 1. This object is adorned with hanging rings of white opal and menaces with spikes of microcline. On the item is an image of the dark strangler in microcline.

We don't have a king anymore, or a queen. But we don't think about these days. I wonder why we don't think about it, or the Mountainhomes?

There's just no time to think about the rest of the world, I guess.

.....

Next: An Endless Parade of Horrifying Madness, or, An Update on the Named Dwarfs

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Di** on **December 09, 2012, 03:22:06 pm**

The journal of Di-III, the most decorated musician of glorious fortress Oceanbridge. Giants besiege us. And not only they guard the outside but they've brought some black sorcery with them. As if forcing injured dwarves to drink water wasn't enough, they've made it not only non-alcohol but undrinkable at all. One of the dwarves recently injured by beakdogs has died without a drink. A brewer dying of thirst. Oh the irony, you're so cruel. Using my stoneworking talents I've made a drum for myself. Probably I'll write a sad song in memory of poor Stukos.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **neo1096** on **December 12, 2012, 12:47:56 am**

Am I the only person still building this bridge?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **kahn1234** on **December 12, 2012, 03:22:30 am**

has this stalled? is it still active?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Remalle** on **December 12, 2012, 03:50:47 am**

Quote from: kahn1234 on December 12, 2012, 03:22:30 am
has this stalled? is it still active?

It's been three days. Relax. Varnish isn't obligated to update on a daily schedule.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **December 12, 2012, 09:43:55 pm**

Quote from: neo1096 on December 12, 2012, 12:47:56 am
Am I the only person still building this bridge?

Not anymore.

And yeah, right now the update schedule is "when I can". Hopefully tomorrow!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **kahn1234** on **December 13, 2012, 03:19:30 am**

Quote from: Remalle on December 12, 2012, 03:50:47 am
Quote from: kahn1234 on December 12, 2012, 03:22:30 am
has this stalled? is it still active?

It's been three days. Relax. Varnish isn't obligated to update on a daily schedule.

i was just getting nervous. really enjoying the thread, dont really want it to end.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **December 15, 2012, 03:05:42 pm**

((I'm glad you're enjoying it! It's a busy time in my life right now, I am literally one day away from getting a culinary arts certification. Nothing amazing, but I've been working towards it for some time. Anyways! A very very short update, to show that I live))

Around the Fortress, Spring 203, Part One

Now Neo wasn't the only one building the bridge. In fact, it was hard to find a dwarf who wasn't. Neo was, of course, leading the effort, which sometimes involved teaching an animal trainer what a stone block was and why you didn't have to hit it with a training mallet in order to get it to do what you wanted.

Rovod Libashatul, Mason	Construct Building
'Neo', Mason	Construct Building
Zefon Eliseral, Animal Trainer	Construct Building
Rakust Lirukasmel, Hunter	Construct Building

The goblins on the bridge watched the small army of novice masons make their way down to the very end, and then watched them return. They hadn't tried to stop them yet. This might have had something to do with the fact that the Soldier and her militia had taken up position around the goblin general, and were getting in some light sparring practice.

"Don't use that adamantine sword like a hammer, Olon! It's light and sharp, right? That means it's meant for slicing and stabbing goblins, not bashing them to bits! Now, show me how you would kill a goblin the right way!"

The goblin general had not spoken for some time now.
.....

Next: More Little Details

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **kahn1234** on **December 19, 2012, 03:19:01 am**

Any idea on when the next update is due?

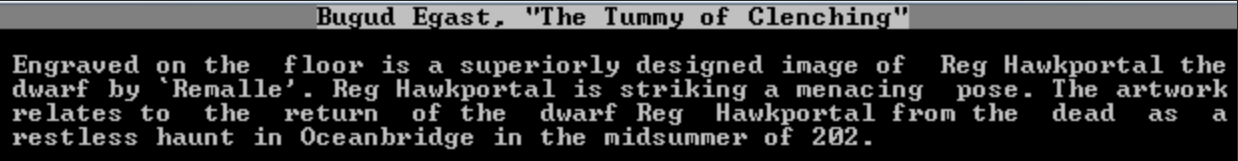
Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **December 23, 2012, 02:58:44 pm**

((on monday, I finished my schooling. monday night I started coughing up blood. Tiny heavily medicated updates are all that happen right now.))

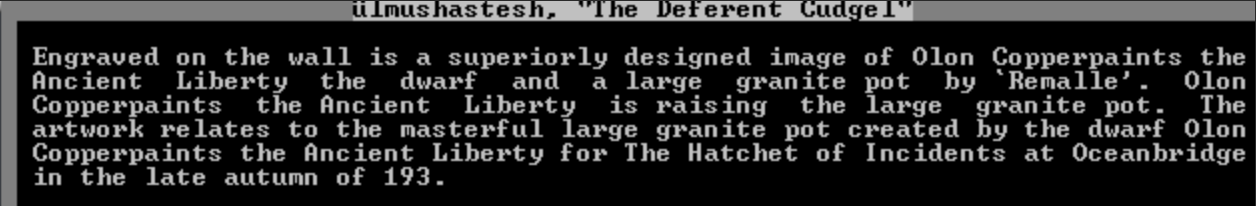
Around the Fortress Part Two:

Remalle was deep in the depths. Not the depths of the fortress, but in the depths of a project. It was probably symbolic of something or other, how deeply he'd become stuck in what he was doing.

Aban had, in her absent-minded way, ordered him to engrave a short history of Oceanbridge somewhere, so that the newly arrived refugees would know exactly what they were in for.



It was the short part he was having trouble with. There was too much to include, and he remembered it all. Every little event; all of the triumphs and disasters. Even the tiny victories, some of which had happened nearly a decade ago.



Maybe it was his memory that was really the problem.

.....

Next: Things.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **December 24, 2012, 10:28:16 am**

Quote from: [varnish on December 23, 2012, 02:58:44 pm](#)

((on monday, I finished my schooling. monday night I started coughing up blood. Tiny heavily medicated updates are all that happen right now.))

Oh. Please finish this story before it gets you!

Joke.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Di** on **December 24, 2012, 01:28:36 pm**

That coughing stuff sounds bad.
Get well and ensure that you wear boots next time you'll need to cross a strange pool on floor.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **December 25, 2012, 02:23:55 am**

Quote from: [Di on December 24, 2012, 01:28:36 pm](#)

That coughing stuff sounds bad.
Get well and ensure that you wear boots next time you'll need to cross a strange pool on floor.

or let the cat go first.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **IcepickTrotsky** on **December 25, 2012, 04:09:14 am**

Sweet mother of mercy this thing is still going?

Alright, that's fine then. I think it's time for everyone's favorite brewer/speardwarf and survivor of the first fall to come back.

Redorf Balnash whenever you get the chance, varnish. I'll fill in the gaps soon as it's done.

Edit: and I feel kind of like a dick for not saying it in the first time, get well soon!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **December 25, 2012, 02:56:04 pm**

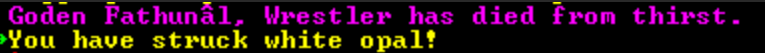
Quote from: [IcepickTrotsky on December 25, 2012, 04:09:14 am](#)

Sweet mother of mercy this thing is still going?

((I cannot be stopped. I'll get Balnash back in in the next update.))

From the Journals of Aban Brothertreaties

And another soldier died of thirst today. I guess that's not really surprising, as we still haven't managed to find any clean water, anywhere! The hospital is empty again, at least.



Shortly after that, one of the dead soldier's friends started throwing a tantrum. (Gods, this is how it always starts). Gar calmed her down with a good solid punch to the face, but she's still not happy. Or rather, she's more unhappy now, what with the broken nose.

Atír Atírmeh, Lye Maker is throwing a tantrum!
Digging designation cancelled: damp stone located.
Atír Atírmeh, Lye Maker has calmed down.

Well, whatever! When disaster strikes again, we'll be ready. Gar's still making the finishing touches on his shelter, but that'll be done soon, and we've started construction of a kind of "floating fortress" in the middle of the bridge. Because there's nothing safer than being suspended over an unfathomably deep and wild ocean, filled with murderous fish. I'm serious. Nothing around here is safer than that. That's just what Oceanbridge is like.

.....

Next: Story

((Thanks for the thoughts, people. I'll try to stay alive and sane and writing, though the codeine is making those last parts hard. Woo.)))

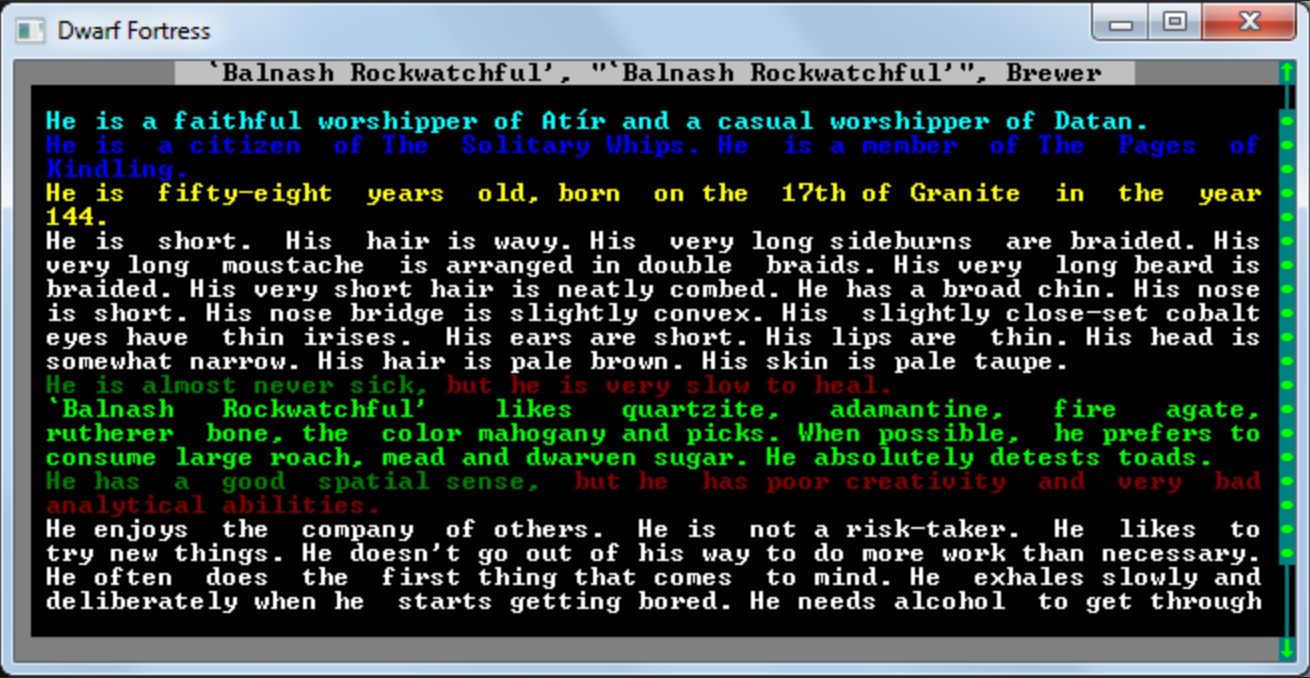
Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **December 29, 2012, 08:47:06 pm**

((Just a brief reintroduction))

A New Arrival

"A spearman? Of course we need you! If you've held a weapon before, we need you. Plus, you made it through the hell out there on your own, just to get here? Yeah, you're in the militia. What's your name?"

"Balnash."



"And I'm the Soldier. Yes, that's my name, nothing else. Let me show you around the place."

Balnash shook his head. "Don't need to. I know all about Oceanbridge." With that, he saluted her, and left the barracks.

The Soldier sometimes felt like she was the only dwarf left in the world who hadn't lived in Oceanbridge before.

.....

((Ok, so here's the story bit, following from this post: <http://www.bay12forums.com/smf/index.php?topic=93958.msg3407390#msg3407390>. Finally just laying some things out))

Meanwhile, Back in the Future (Part One)

"Follow me, my friends! And mind the waterfall!"

"We are already following you, Wilberforce. And we can't mind the waterfall when it and the stairs are the same damn thing!"

The four dwarfs stumbled down the slick cavern steps as waves of sea water rushed down after them. Wilberforce Amber Ropenourished led the way, followed by Remalle, Neo, and Derm. Above them, Oceanbridge was collapsing.



"Let me explain what we're doing! My theory, " Wilberforce said, shouting to make himself audible over the deluge, "is based on several solid facts, and a lot of guessing."

Neo slipped on a loose step and swore. "Can't this wait until we get to solid ground?" he said.

"No! There may not be any solid ground to find! To continue, we know for a fact that the dead did not begin to rise until the construction of the bridge! We also know that our god Rakust, lord of the dead and so on, also represents the passage between life and death! It is my theory that Rakust, the bridge, and the whole mess we find ourselves in are all now inextricably linked!"

"So... why are we going down here? Aside from the fact that there's no where else safe?"

Wilberforce smiled. "Why, it's simple Neo, my old friend. We're going to talk to Rakust."

They reached the bottom of the stairs.



Another foot high wave of sea water came pouring down after them, where it joined a number of other streams from the upper levels. The water spilled over granite outcrops, snapped ancient stalagmites from the floor as it picked up speed. By the time it reached the center of the huge open chamber where the dwarfs found themselves, it was a river. And the river poured over the lip of a pit, into a pool of magma.

The sound was unbearable.

Neo shouted something to Remalle, who screamed something to Wilberforce, who nodded. The four of them moved into a side tunnel, where the noise was less ear shattering.

"So, you want to talk to Rakust. The God."

"Yes."

"All right. And how do we do that?"

Wilberforce stopped smiling and shrugged. "I'll admit that I'm not sure. Still, I thought it worth a try. We've all talked to the dead before, hell, we've all *been* dead before! Frankly, there's none more qualified than the four of us to request a meeting with the god of the dead. He'd be rude to turn us down." He stopped. "I... I begin to realize that this may all seem nonsensical to-

Remalle interrupted. "Actually, no. It makes perfect sense to me. I've seen a lot of things in the time since Oceanbridge was destroyed, and I... and I've heard some things... It might be possible to talk to a god."

Neo, sounding a bit giddy with anxiety, said "Let's try it then. I mean, why not at this point." He turned in the direction of the magma pit and shouted "Hey Rakust! What the hell is your problem?"

It would have surprised most of them if he received an answer of any kind. And it surprised them all when they did, and when the voice came out through Remalle's mouth. (It surprised Remalle most of all, as he found he had no control of his voice, or his body)

"PAIN"

The voice rang out like steel shattering, and both Neo and Derm jumped. Wilberforce was caught off guard as well, but he composed himself and said, "Well! That's our god, then. The monosyllabic one. Sorry about this Remalle, but you seem to have become the, uh, voice of god. Is that all right?"

Remalle didn't answer. "Doesn't look all right," Derm said. "Look at his eyes." Wilberforce did, and immediately regretted it.

However, the voice continued. "TRAPPED, FREED, TRAPPED AND SET FREE AGAIN. WHY? HOW?"

Neo and Wilberforce exchanged a glance. "This is what you wanted, right? You should ask him your questions, and do it quickly, before something horrible happens to Remalle! Something even more horrible, I guess."

"Right! So, first: Is it our bridge that's trapped you, and how? Are you the reason behind the constant attacks we've had to endure since the whole thing started, are you the reason the world is so awful now and lastly," Wilberforce took a deep breath, "How do we fix all of this?"

Remalle, (or Rakust, it wasn't clear whose expression it was) looked confused. "BRIDGE... YES. BROKEN AND RUINED. TRAPPED,. I CALLED FOR HELP, AND IT CAME." Remalle/Rakust looked directly at Wilberforce, his eyes blazing. "I CALLED, AND HELP CAME FOR ME FROM THE NORTH IN BLOOD AND ICE. I AM CALLING FOR HELP NOW. IT WILL COME, LITTLE LIFE..."

Wilberforce looked away, and said, "Yes... well, never mind that for now. Since you do seem capable of speaking in complete questions, I'll ask you again. "How do we fix this? The bridge broke once, and things only got worse, so that's not the only problem. How do we fix whatever went wrong?"

For a long stretch of time, all they could hear was the thundering of the river, and the explosions of steam from the magma pit.

Then Rakust answered. "SACRIFICE"

.....

Next: What Happened Next

((two more long post like this one, and things might finally start to make sense. I hope.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Di** on **December 30, 2012, 06:18:40 am**

So, is this happening right before the current reclaim?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **IcepickTrosky** on **December 30, 2012, 11:48:39 pm**

I think I'll wait until all the story stuff is done before Balnash officially rejoins the narrative with speech. Seems like I wanna react to the whole thing, I'd guess.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **December 31, 2012, 09:54:11 pm**

((That's fine. And yes, this is what happened before (or long after, etc) the current fort. And it's all text!))

Back in the Future, Part Two:

Wilberforce sighed. "Sacrifice. Well, I can assume that you don't mean a tasteful little ceremony involving small ceramic statues of goats."

Rakust, (or the spirit of the god, or whatever it was they were talking to) shook Remalle's head. "NO."

"Of course. If you wouldn't mind, I'd like to talk this over with my colleagues for a moment." He looked at the others. Neo was watching him, though he kept glancing nervously at the growing waterfall that had been the stairs. Derm was just watching. "Well, what do you think, friends? Can we make a sacrifice?"

"Sacrifice what, Wilberforce?" Neo said. "I've already sacrificed everything possible for this bridge! I've come back just for this... hell, I don't even know if there are words for what I've given up. What else can I sacrifice?"

Derm spoke up, at last. "Your life."

"I've done that, damn it. More than once."

"No. I mean all of your life. Never come back, again. No ghost. No return. Nothing."

Wilberforce coughed and said, "That... that would be quite a sacrifice." His eyes narrowed. "You sound very certain about this, Derm."

Derm nodded, but said nothing else.

He looked back at the apparent god, saying "And this... sacrifice would be enough to somehow change things? Even if it was only one of us?"

Rakust looked uncertain again. "YOU MUST SACRIFICE. END THIS."

"Just answer my question, whatever the hell you are. You want things to be right as much as I do, right?

"SACRIFICE YOURSELF, THEN, AND YOU AND ALL OF YOUR PEOPLE MAY HAVE ONE LAST CHANCE. TOO WEAK TO GIVE MORE. TOO MUCH PAIN TO GIVE MORE."

"Ah. Myself, then."

The rumbling from the upper levels was getting louder, and water began pouring out of yet another tunnel nearby. Rakust smiled through Remalle. "DECIDE."

Wilberforce shrugged. "I want this thing fixed. That's why I came back in the first place. In order to make things right. If this is the way to do it..." He glanced at the magma pit, which was boiling away not far from where he stood. "And you, Rakust. You think you can find a way for us to change things?"

"YES. I KNOW. I GIVE YOU ONE CHANCE."

"Well then. That's enough for me. I know I don't want to keep building this damn thing endlessly myself." Wilberforce took Neo's hand, to the latter's surprise, and shook it firmly. "Neo, thanks for everything. I hope that you survive this, at least."

"Wait, Wilberforce, what are you thinking about doing?"

"I'm not thinking at all. Good luck, friends!"

With that, Wilberforce took off at a run. Before anyone else could move, he had reached to edge of the magma pit. Before any of them could catch up to him (and at least one of them tried), he had jumped over the edge.

There was a brief, terrible silence.

Then the bridge, far above them, began to collapse. That was what Neo guessed was happening, at least. Something huge was falling to pieces on the surface.

One other thing changed. Rakust was gone, and Remalle had come back, from wherever he was. He stumbled and almost fell as the floor and ceiling began to shake. Remalle looked around, stunned and breathless.

"What just happened? What's going on?"

Neo paused near the lip of the magma pool. It was far to hot to get any closer. "Wilberforce is gone." He said. "As for the second part... I don't know. I just hope to god that god knows what he's doing."

Then the ceiling of the cavern cracked, and the ocean came rushing in.

.....

((Now that I've probably hopelessly confused everyone reading! The conclusion of this story part is next))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Mjattie** on **January 02, 2013, 06:43:31 am**

((Well, it seems like this whole coming back from the dead thing is about to end, so I'd like to redorf myself. Yes, I have been away for quite some time, but now, MrAnderson comes back. For the uhh... 2nd time I think. Please forgive me if I'm getting current-fort and future thing confuzzled.))

The Spirit of Anderson had laid dormant for time immemorial. The fortress had been abandoned, and unlike the other times, it wasn't being re-secured, if secure could be any way to describe the way they lived.

So he waited. Through cycles of chaos death, and then resettling. He didn't see any reason why he should come back - if he was lucky another year or so of life, but that didn't matter. That was, until he felt a strange thing, something that he hadn't felt before; it was an aura of power unlike any living creature he had saw or even heard of. It wasn't mortal, that much was for sure.

Summoning up all his concentration, Anderson felt the bond between spirit and body grow stronger. In a last burst of concentration, he returned to it. crawling out of some rubble, he was too weak to do anything but collapse. Regaining conciousness after slightly less than a day, he stood up, pressing his hand against his spine. This body had suffered alot of wear and tear, but now it was time to find what he had sensed back in his more corporeal form.

((In relations to job, he's Mr. Anderson, marksman, and Master of the Arena. The Arena is still there, right? Heh, heh. heh. By the way, happy 2013/1 year 3 month anniversary of the fortress!))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 03, 2013, 01:08:36 am**

((That's just fine, and thanks. Mr. Anderson will return in the next update. This update is connecting things. Last text-filled one is... now))

From the Memoirs of Wilberforce Amber Ropenourished

Well, dear readers, this will likely be the last time that I address you in such a manner. Whatever happens today, I don't expect to do much in the way of writing afterwards.

I need to write down why I'm about to attempt, well, the thing I'm about to attempt. I first began to suspect that the hand of the god Rakust was behind our suffering shortly after the first siege of giants, which took place during my tenure as leader of Oceanbridge. Mainly, it was the fact that they themselves named Rakust as their god, and said that he was the reason for the attack, that made me suspicious. Subtle clues.

And of course, there was the whole mess with ghosts and constant reincarnations. People coming back from the dead, occupying

whatever body happened to be free... Not normal, I thought. I eventually reasoned that those things would not be happening if something had not gone seriously wrong with the world. Of course, before I could figure out what it was, the fortress fell, and we all perished. The end of the story, you might think.

Wrongly, of course. We all did return, and to a world that was in far worse shape than the one we left behind. The dead rising from the grave, not as spirits, but as mindless killers, and so on. You've read this far, readers. You know what I'm talking about. The link between life and death completely broken, just like our bridge. And I noticed that the dwarfs of this time and place have stopped worshipping Rakust, and have all but forgotten the name, but that there is a god of the dead. And curiously enough, one of this god's symbols is, in fact, a bridge.

No, It was clear to me that Rakust was still the main cause, and that he had gone quite, quite mad. Clearer still that it may have been our building of the bridge that did it, though I'm still not clear on how. Clear, because at the time I write this, the fortress is being torn apart by hordes of zombies and the ocean itself. What else besides a mad god could cause all of this?

There's only one solution, and it's quite a dangerous one. I don't expect to return. I just hope this book might survive as a record of what we did. We tried to make things right. I think we can get one last chance to do it.

Goodbye, my readers, from Wilberforce Amber Ropenourished, your friend.

.....

Meanwhile, Now

Aban Brothertreaties closed the ravaged, battered book and placed it gently on her desk. She had been reading for a long time, and she rubbed her eyes, hoping it would make things look clearer. It didn't.

To Neo, who was sitting in the chair across from her, she said, "So. So that's how it ends. Do you know what any of that means? Did all that, or I guess will all of that, happen?"

Neo thought for a while before answering, and when he did, his voice was hesitant. "I don't know. I think it did happen, for me. And for some others... Aban, I don't know. Until you showed me that book, I thought that I came back to finish the bridge. And I did. But I think that I remember all of that too. Where did you find that thing?"

"It was buried in one of the old abandoned chambers near the magma pumps." Insistently, she asked, "But the book really describes what might happen to the world? And it might all happen again? Unless we get this "one last chance" just right?"

"It did happen, though! Or it will. I remember it, damn it!" He stood up, and started to pace the short length of the room. "

"Well, maybe that's our way out. You know what the world will end up looking like, if this really strange book is right. So maybe you can find a way out. I don't understand half of what's happened since we founded this place, but I do know that I don't want to live in the world my cousin describes in here."

"You didn't, if that's any help."

"Um, no. That's not much help, Neo." Aban sighed. "Well, we've got to try. Or I've got to try, anyways. I don't know what I'm doing, but I'm going to do it as hard as I can, and hope that it's right." She smiled. "Only the gods can stop us now, right?"

.....

Next: Back to Building

((So exhausted. Please tell me this makes some sort of sense))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 04, 2013, 09:10:02 pm**

((There's a picture in here, it's something other than text. The narrative section is done!))

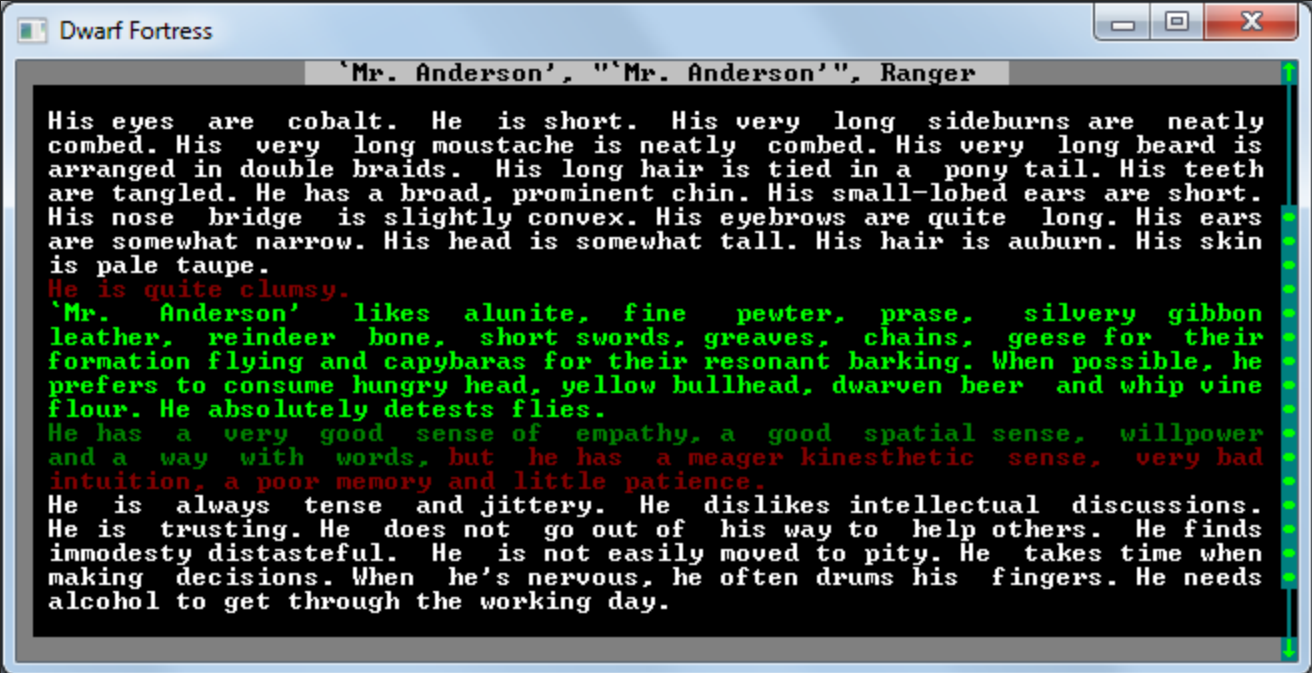
From the Journals of Aban Brothertreaties

I don't even know.

I found a book about a week ago. A journal, which isn't that surprising. A lot of us keep journals of some kind! But this one was different. And yes, I read it. It isn't every day that I come upon a journal written by my supposedly dead cousin, in the distant future. Not even most days. A book filled with horrifying things, that are *going to happen*, so I'm told. If we don't do things just right. What are those things? I don't know.

Well, I do know that we're going to finish this bridge, come hell, high water, hordes of goblins, and everything else. If it's the right thing to do, great. If it's not? We'll find a way to make it the right thing.

In related notes, I happened upon an unfamiliar dwarf near the entrance to the old "arena". He was looking for the lever that opened the gate, he told me, because he wanted to inspect the cages. I explained to him that the cages were gone, and that the place was filled with goblins, who might or might not want to kill the first dwarf they saw. He seemed pleased by that.



I'm honestly hoping we have an election soon. I wouldn't mind being overthrown.

.....

Next: You Know...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **IcepickTrosky** on **January 05, 2013, 03:10:10 pm**

Balnash's Writin':

I sure didn' like bein' dead.

First of all, there was the dyin' part. That was pretty damn painful, even if I realized afterwards that considerin' all the other ways everyone else bit it, mine was practically friendly-like. At least I got to die in battle to them little bastards, instead o' getting shanked by one o' my fellow dwarves.

But then after that there was the floatin' part. And that lasted a long time, got t'think about things for a while. A long while. Too long, really. WAY too Armok-damned long.

Now, with a shock, I found m'self yanked right outta the aether or whatever ya wanna call it, and into some poor sop's head. I guess it's okay, he wasn' usin' it that much. Barely at all, really, guess he had a weak willpower. But why, o'all places and times, do I have to come back to Armok-damned Oceanbridges?

Well, best make a good situation out o'a bad one. Gotta get this body used to the spear again, at least up to m'normal standards. Feel kind of bad for the guy, really, but he was going to Oceanbridges. This is probably the best possible result for 'im.

Best get to trainin'.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Mjattie** on **January 05, 2013, 06:44:03 pm**

The Memoirs of Mr. Anderson, Arena Master

After coming back from the dead, I'd of atleast expected Oceanbridge to still be around. After all, I was only floating about for a few years, guess everyone else died again aswell. I was walking about outside, so many lovely goblins to practice on! I sadly couldn't seem to find the bloody lever to the Arena, if only I'd been the one to build it... either way, I managed to jump up and poke my head over the walls, and boy is it a peice of work; the fighters'd probably die from the debris before they managed to fight, and all the cages, gone!

I'm going to talk to this Aban guy again, see if I can get him to open up the Arena again. Our fine warriors need the practice of a few goblins without the worries of gettin' their eyes gouged out!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **January 06, 2013, 05:23:03 am**

I've just caught up, and would like to request my first ever dwarfing.

Name: Nathail
Profession: Animal Trainer
Personality: Largely ambivalent towards everything, but prefers to stay away from stabby or smashy things. Develops an immediate dislike of anyone who hurts anybody he knows, including any tamed animals.

Also, thus far the narrative has made sense to me. At least, as much sense as one can expect of anything related to Dwarf Fortress.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 06, 2013, 08:15:36 pm**

((good to know! you shall have your dwarf.))

What's Going On:

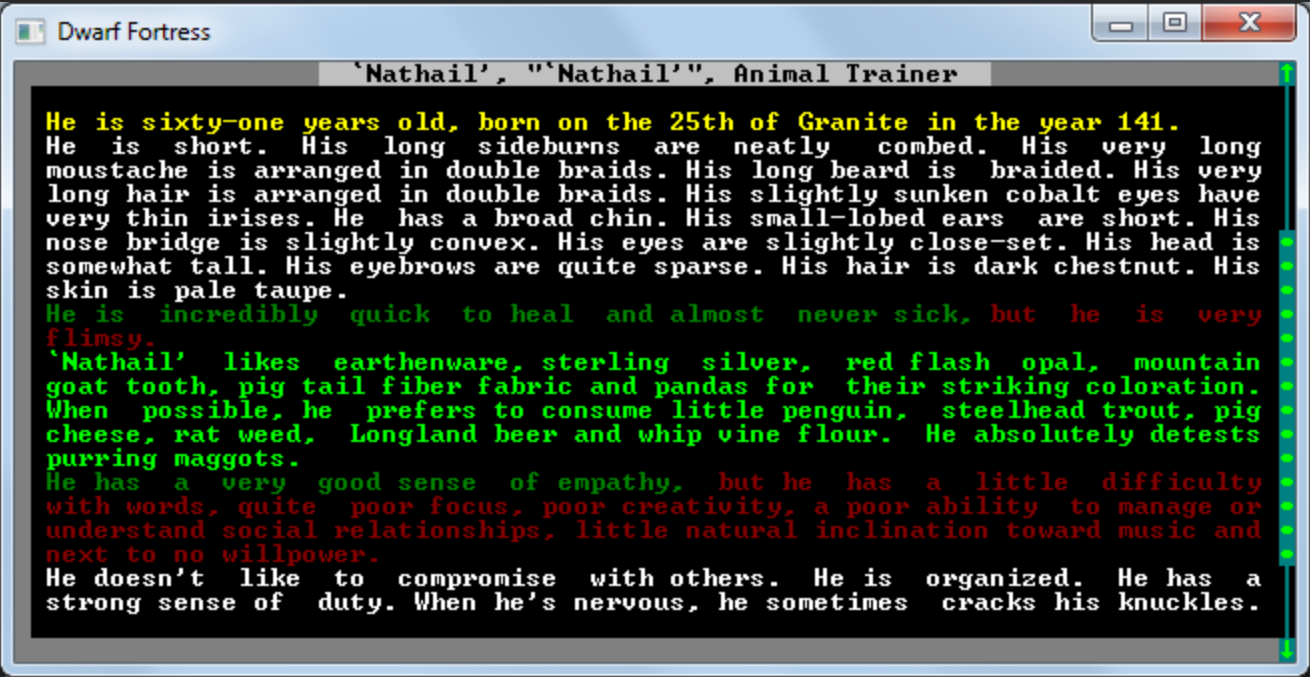
Now Oceanbridge was filled with the sounds of building. In the lower levels, miners led by Ishar and Di-III were digging out large chambers of microline and limestone, then quickly filling them up with coffins. There were a lot of unburied bodies in the fortress. The stones themselves were needed for blocks, mechanisms, and, of course, more coffins. It was a busy time.

.....

Remalle led the engravers in the endless work of memorializing the dead who could not be buried. That was most of the dwarfs, as the great fire had burned many old skeletons down to ash. He had to explain to a confused young engraver that there was no need to try to identify any bodies in order to decide who needed to be memorialized. He just needed to find and talk to their ghost.

.....

Those who had arrived as refugees spent most of their time hauling boulders up the stairs to the "masons", ie: anyone who wasn't working. That was how Neo met Naithal.



The latter was groaning under the weight of an impressive block of limestone. Neo helped him carry it up to the bridge, and then down to

the under-bridge "fortress", which was still under construction.

Naithal had never seen anything like it, and said so. He asked, "This is how you want to live? Out in the open, hanging over water? It seems unnatural."

Neo shrugged. "It'll be safer than the place we live now. And if you want to see unnatural, just stay here a year or two."

"Oh." Naithal watched as a pair of ogres walked by, waving cheerfully at the dwarfs. "I see. By the way, I'm Naithal, an animal trainer by trade. Is there anything I can do to help out, you know, with my profession? I know how to train tigers, elephants-"

"Yes." Neo said, interrupting. "Get us a war yak."

.....

Mr. Anderson had found a way into the old arena. During the last fall, someone had dug a tunnel through a still, up through the floor of the arena. When he made his way up into the light, and looked around, he saw why.

There were over a dozen elkbirds, two trolls, and a few of the stranger creatures that lived in the depth. The cages were full, and contrary to what Aban had said, there were only a few frightened goblins huddled together in the center. The whole place was nearly ready for a show, with only a few cages lacking mechanisms. Clearly, he wasn't the only one thinking about bringing back the old training regime.

Movement near the arena wall caught his eye, and he found himself staring at something even stranger than a gorlak. (Whatever that was.)

→A elven caravan from Emeale has arrived.

.....

Next: Trade, and News

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **January 06, 2013, 11:54:34 pm**

Excellent! I find it funny how most of my dwarf's psychology and attributes match mine. Also, do you actually have the raws modded to allow war yaks? If not, I can give you the code.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **January 07, 2013, 12:33:59 am**

Hooray! war yaks!!! A tribute to Peacespray, if I remember his name correctly.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **January 07, 2013, 01:22:09 am**

Excerpt from the Journal of Nathail, Animal Trainer of Oceanbridge

...Anyway, today I met one of the dwarfs who is apparently in charge. Went by the name of Neo. Seemed nice enough, if a little jaded. He helped me carry a big block of limestone to the Bridge, and then basically ignored the pair of Ogres who seem to think this whole thing is some sort of zoo.

Speaking of which, turns out that they want me to train some war yaks. I've heard stories about bands of adventurers brought down because they tried to kill yaks in melee combat, so it seems like a good idea. I have no idea how to train one, though. Herbivores are always tricky; they usually lack the bloodlust that makes 'em really deadly. Although, it does keep them from trying to protect the fresh meat from the dwarf in charge of hauling it to the dump. Still, if I had a tiger or two...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 07, 2013, 11:23:28 am**

Quote from: Nathail on January 06, 2013, 11:54:34 pm

Excellent! I find it funny how most of my dwarf's psychology and attributes match mine. Also, do you actually have the raws modded to allow war yaks? If not, I can give you the code.

I think I tried once, but I don't remember if it worked. So, I would be glad to see the code. There's nothing this fort needs more than a good herd of war yaks.

An army of Peacespray's, and the fortress will never fall again.

Working on an update, hoping things will actually happen.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **January 07, 2013, 12:26:30 pm**

open creature_domestic.txt of your save folder, locate [CREATURE:YAK]
Add [TRAINABLE_WAR] after [PET] (or TRAINABLE for both war and hunting yaks)
For more epicness remove [BENIGN] and add [LIKES_FIGHTING] and [PRONE_TO_RAGE:1] (or higher number, not sure how that affects its behavior. 1 is the rage rate of badgers)
That's for vanilla DF, but I guess Fortress Defence mod doesn't change much.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **January 07, 2013, 01:53:57 pm**

Code: [Select]

```
[CREATURE:YAK]
[DESCRIPTION:A large mammalian herbivore. It has long fur and curving horns. It can be found in the mountains.]
[NAME:yak:yaks:yak]
[CHILD:1][GENERAL_CHILD_NAME:yak calf:yak calves]
[CREATURE_TILE:'Y'][COLOR:6:0:0]
[TRAINABLE_WAR]
[BIOME:MOUNTAIN]
[POPULATION_NUMBER:15:30]
[CLUSTER_NUMBER:3:7]
[PETVALUE:200]
[PREFSTRING:shaggy hair]
[LARGE_ROAMING]
[COMMON_DOMESTIC][PACK_ANIMAL][WAGON_PULLER]
[BENIGN][MEANDERER][PET]
```

```
[GRAZER:85]
[BODY:QUADRUPED_HOOF:TAIL:2EYES:2EARS:NOSE:2LUNGS:HEART:GUTS:ORGANS:THROAT:NECK:SPINE:BRAIN:SKULL:MOUTH:TONGUE:GENERIC_TEETH:RIBCAGE:2HEAD_HORN]
[NATURAL]
[BODY_DETAIL_PLAN:STANDARD_MATERIALS]
    [USE_MATERIAL_TEMPLATE:HOOF:HOOF_TEMPLATE]
    [USE_MATERIAL_TEMPLATE:HORN:HORN_TEMPLATE]
[BODY_DETAIL_PLAN:STANDARD_TISSUES]
    [USE_TISSUE_TEMPLATE:HOOF:HOOF_TEMPLATE]
    [USE_TISSUE_TEMPLATE:HORN:HORN_TEMPLATE]
[BODY_DETAIL_PLAN:VERTEBRATE_TISSUE_LAYERS:SKIN:FAT:MUSCLE:BONE:CARTILAGE]
[BODY_DETAIL_PLAN:BODY_HAIR_TISSUE_LAYERS:HAIR]
[SELECT_TISSUE_LAYER:HEART:BY_CATEGORY:HEART]
    [PLUS_TISSUE_LAYER:SKIN:BY_CATEGORY:THROAT]
        [TL_MAJOR_ARTERIES]
[BODY_DETAIL_PLAN:STANDARD_HEAD_POSITIONS]
[BODY_DETAIL_PLAN:HUMANOID_RIBCAGE_POSITIONS]
[USE_MATERIAL_TEMPLATE:SINEW:SINEW_TEMPLATE]
[TENDONS:LOCAL_CREATURE_MAT:SINEW:200]
[LIGAMENTS:LOCAL_CREATURE_MAT:SINEW:200]
[HAS_NERVES]
[USE_MATERIAL_TEMPLATE:BLOOD:BLOOD_TEMPLATE]
[BLOOD:LOCAL_CREATURE_MAT:BLOOD:LIQUID]
[CREATURE_CLASS:GENERAL_POISON]
[GETS_WOUND_INFECTIONS]
[GETS_INFECTIONS_FROM_ROT]
[USE_MATERIAL_TEMPLATE:PUS:PUS_TEMPLATE]
[PUS:LOCAL_CREATURE_MAT:PUS:LIQUID]
[BODY_SIZE:0:0:70000]
[BODY_SIZE:1:0:350000]
[BODY_SIZE:2:0:700000]
[BODY_APPEARANCE_MODIFIER:LENGTH:90:95:98:100:102:105:110]
[BODY_APPEARANCE_MODIFIER:HEIGHT:90:95:98:100:102:105:110]
[BODY_APPEARANCE_MODIFIER:BROADNESS:90:95:98:100:102:105:110]
[MAXAGE:10:25]
[ATTACK:KICK:BODYPART:BY_CATEGORY:HOOF_FRONT]
    [ATTACK_SKILL:STANCE_STRIKE]
    [ATTACK_VERB:kick:kicks]
    [ATTACK_CONTACT_PERC:100]
    [ATTACK_PRIORITY:MAIN]
    [ATTACK_FLAG_WITH]
[ATTACK:KICK:BODYPART:BY_CATEGORY:HOOF_REAR]
    [ATTACK_SKILL:STANCE_STRIKE]
    [ATTACK_VERB:kick:kicks]
    [ATTACK_CONTACT_PERC:100]
    [ATTACK_PRIORITY:MAIN]
    [ATTACK_FLAG_WITH]
[ATTACK:BITE:CHILD_BODYPART_GROUP:BY_CATEGORY:HEAD:BY_CATEGORY:TOOTH]
    [ATTACK_SKILL:BITE]
    [ATTACK_VERB:bite:bites]
    [ATTACK_CONTACT_PERC:100]
    [ATTACK_PENETRATION_PERC:100]
    [ATTACK_FLAG_EDGE]
    [ATTACK_PRIORITY:SECOND]
    [ATTACK_FLAG_CANLATCH]
[ATTACK:HGORE:BODYPART:BY_CATEGORY:HORN]
    [ATTACK_SKILL:BITE]
    [ATTACK_VERB:gore:gores]
    [ATTACK_CONTACT_PERC:100]
    [ATTACK_FLAG_WITH]
    [ATTACK_PRIORITY:MAIN]

[DIURNAL]
[HOMEOTHERM:10068]
[SWIMS_INNATE][SWIM_SPEED:2500]
[TRADE_CAPACITY:1500]
[MUNDANE]
[CASTE:FEMALE]
    [CASTE_NAME:yak cow:yak cows:yak cow]
    [FEMALE]
    [MULTIPLE_LITTER_RARE]
    [USE_MATERIAL_TEMPLATE:MILK:MILK_TEMPLATE]
        [STATE_NAME:ALL_SOLID:frozen yak's milk]
        [STATE_ADJ:ALL_SOLID:frozen yak's milk]
        [STATE_NAME:LIQUID:yak's milk]
        [STATE_ADJ:LIQUID:yak's milk]
        [STATE_NAME:GAS:boiling yak's milk]
        [STATE_ADJ:GAS:boiling yak's milk]
        [PREFIX:NONE]
    [MILKABLE:LOCAL_CREATURE_MAT:MILK:20000]
    [USE_MATERIAL_TEMPLATE:CHEESE:CREATURE_CHEESE_TEMPLATE]
        [STATE_NAME:SOLID:yak cheese]
        [STATE_ADJ:SOLID:yak cheese]
        [STATE_NAME:SOLID_POWDER:yak cheese powder]
        [STATE_ADJ:SOLID_POWDER:yak cheese powder]
        [STATE_NAME:LIQUID:melted yak cheese]
        [STATE_ADJ:LIQUID:melted yak cheese]
        [STATE_NAME:GAS:boiling yak cheese]
        [STATE_ADJ:GAS:boiling yak cheese]
        [PREFIX:NONE]

[CASTE:MALE]
    [CASTE_NAME:yak bull:yak bulls:yak bull]
    [MALE]
[SELECT_CASTE:ALL]
    [SET_TL_GROUP:BY_CATEGORY:ALL:HAIR]
    [TL_COLOR_MODIFIER:BLACK:1:BROWN:1:WHITE:1:GRAY:1:LIGHT_BROWN:1:DARK_BROWN:1:TAN:1:AUBURN:1:CHESTNUT:1:SLATE_GRAY:1:CREAM:1:CINNAMON:1:BUFF:1:BEIGE:1:CHOCO
LATE:1:CHARCOAL:1:ASH_GRAY:1:RUSSET:1:IVORY:1:FLAX:1:PUMPKIN:1:GOLD:1:GOLDEN_YELLOW:1:GOLDENROD:1:COPPER:1:SAFFRON:1:AMBER:1:MAHOGANY:1:OCHRE:1:PALE_BROWN:1:RAW_UM
BER:1:BURNT_SIENNA:1:BURNT_UMBER:1:SEPIA:1:DARK_TAN:1:PALE_CHESTNUT:1:DARK_CHESTNUT:1:TAUPE_PALE:1:TAUPE_DARK:1:TAUPE_SANDY:1:TAUPE_GRAY:1:TAUPE_MEDIUM:1:ECRU:1]
        [TLCM_NOUN:hair:SINGULAR]
    [SET_TL_GROUP:BY_CATEGORY:ALL:SKIN]
    [TL_COLOR_MODIFIER:BROWN:1:BURNT_UMBER:1:CINNAMON:1:COPPER:1:DARK_BROWN:1:DARK_PEACH:1:DARK_TAN:1:ECRU:1:PALE_BROWN:1:PALE_CHESTNUT:1:PALE_PINK:1:PEACH:1:P
INK:1:RAW_UMBER:1:SEPIA:1:TAN:1:TAUPE_PALE:1:TAUPE_SANDY:1]
        [TLCM_NOUN:skin:SINGULAR]
    [SET_TL_GROUP:BY_CATEGORY:EYE:EYE]
    [TL_COLOR_MODIFIER:BLACK:1]
        [TLCM_NOUN:eyes:PLURAL]
```

Just put this in place of the yak entry in the save's raws. I think the tag I used even means it can only be trained as a war animal, so I won't have to come up with some explanation for yaks having hunting instincts.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish on January 07, 2013, 11:46:24 pm**

((raws changed, thanks. of course, there are no yaks in the fortress yet, so testing will have to wait))

From the Journals of Aban Brothertreaties, Early Summer 203

An elf caravan at the gates! Should that be surprising? I don't know, I just know that any reminder that there's still life outside of Oceanbridge is astonishing these days. It might be worth asking them just how bad the world is these days, but there's no telling if we'll get an answer.

Well, we'll trade with them. Going over the records though, I think we shouldn't trade all of our goods this time.

<-elf hair crown-> Distance: 0
<Finished Goods Bin <fungiwo Distance: 21
<Finished Goods Bin <willow> Distance: 21
-Finished Goods Bin <highwoo Distance: 23
<Finished Goods Bin <mahogan Distance: 23
<Finished Goods Bin <pine> < Distance: 24
<Finished Goods Bin <ashen> Distance: 25
-Finished Goods Bin <palm> < Distance: 26

I don't want to know where that came from.

.....

While Aban did her best not to terrify the new arrivals, Balnash and the Soldier did their best to make sure they weren't killed by anything terrifying. This meant standing watch over the front gate, and keeping a watchful eye out for dangerous wild animals like giraffes.

Balnash himself was more worried about the elves.

"I don't understand. I've never met an elf, but I always heard that they were peaceful... peace loving people?"

"It ain't the elves. It's what follows them. Half the time they show up at the gates, all peaceful and charming, like you said. And not a day later we got a siege on our hands, from whatever monsters followed them here. Maybe they don't mean to lead 'em right here, but I just don't trust elves."

The Soldier nodded. It made some sense. Especially, she realized, now.

The Enemy Is Upon Us!
A vile force of darkness has arrived!

"You're right, I'll admit it. Look out there." She picked up her own spear and pointed. "Those ape men are back."

Dark Strangler Wrestler Invader
Dark Strangler Wrestler Invader
Dark Strangler Wrestler Invader
Dark Strangler Wrestler Invader
Dark Strangler Wrestler Invader
Dark Strangler Elite Wrestler Invader
Dark Strangler Elite Wrestler Invader
Dark Strangler Elite Wrestler Invader
Dark Strangler Elite Wrestler Invader
Zokuncatten, Eldjotun Axe Lord Friendly

.....

Next: A Quick Fight

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **January 08, 2013, 12:22:11 am**

Excerpt from the Journal of Nathail, Animal Trainer of Oceanbridge

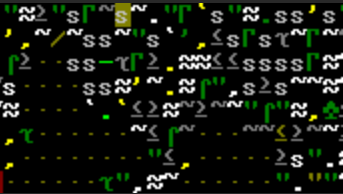
So, elves have arrived. The relatively good sort. Since there aren't any yaks for me to train just yet, I decided to help them unpack. For some reason, they had a circlet made out of elf hair. I didn't get a good look at it, since it had a few lice still crawling around it and I don't want to get the animals infected. The only nice thing about lice is that they can't hold their liqueur. A bit more booze than usual for a few days, and any that got on me will be poisoned. Pity elves can't take enough alcohol to keep themselves clean, but you can't expect a lot from a race that lives in trees...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 09, 2013, 01:13:34 am**

The Siege:

Even the ape men seemed taken aback by what they found at Oceanbridge. Normally they charged at the fortress gates in a noisy mob, hardly seeming to care about what waited for them. They leapt from tree to tree, and crashed through the underbrush, and knocked each other around in their enthusiasm to get at the dwarfs.

Now they picked their way slowly through the ashes of the old jungle.



One or two of them hooted, but softly. The largest ape-men lead the way, Balnash and the rest of the militia watched them as they inched around dry pond bed, looking for all the world like they were walking on the edge of a cliff.

Then one of them burst into flame.

The Dark Strangler Wrestler is caught in a cloud of flames!

Balnash stared, then turned to the others and said, "What in the goddamned hell was that?"

The ape-men were still a long way away, but the dwarfs could hear it screaming over the sound of the waves. The ones around it scattered in every direction, before suddenly bursting into flame themselves.

The Dark Strangler Wrestler is caught in a cloud of flames! x2
The Dark Strangler Wrestler is caught in a cloud of flames! x2
The Dark Strangler Wrestler is caught in a cloud of flames! x2

One of the other speardwarfs answered the question as well as she could. "Well, Balnash. The ape-men appear to have taken up spontaneously combusting. That... that's obvious, isn't it? Oh, and look, now the giants are attacking them! I don't know why they're doing that."



The Soldier was watching the battle, and she was also watching the flames that were spreading from the bodies of the now dead ape-men. She made a decision.

"Get back inside, people, and close the gate! Fire's coming!"

The militia marched back inside the gate, passing by some very worried looking elf merchants.

Aban had just finished saying farewell to their leader. As she watched the approaching inferno, she said. "Um, I think you might want to stay here for a while, actually. Please try not to catch fire yourself. There's a lot of flammable stuff around here."

.....

Next: What Just Happened?

((Seriously. I'm not sure why this is happening.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **January 09, 2013, 02:57:24 am**

A few theoretic causes:
- There are fire-breathing creature somewhere. Or those stranglers acquire fire-breath, but without fire immunity.
- There are some raws glitch that makes water to be magma-like, or give overheating syndrome to them. Are you sure you haven't doubled yak's entry while modded?

Or it's Rakust's gift. Puny mortals can do nothing with that other than pray and hope for better.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **January 09, 2013, 11:46:17 am**

Perhaps some of the old artifacts are out there? I think they burn forever.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Di** on **January 09, 2013, 12:47:16 pm**

Depends on what was the cause of the original fire. If you've used dfliquids there may be some heat traps remaining, inspect the place where combustion happened with df probe command. Some tiles may have their temperature really high without the reason.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 09, 2013, 02:05:47 pm**

Quote from: Di on January 09, 2013, 12:47:16 pm
Depends on what was the cause of the original fire. If you've used dfliquids there may be some heat traps remaining, inspect the place where combustion happened with df probe command. Some tiles may have their temperature really high without the reason.

((This might be it! I'll have to take a look. I did try to change some salt water into fresh water earlier. Though I'm not sure if I want to fix it, if this is the cause. Anyway, quick update:))

From the Journals of Aban Brothertreaties

We've got another fire on our hands, but it's all right! There's still not much left to burn, so after eating through a few trees, and a goblin or three, it went out without much fuss. And that's fine. But it leaves us with the question of "why"? Why did the ape-men catch fire like that? Is it connected to the whole Rakust thing? Something sent to try to destroy us again? But then, the fire protected us! Maybe there's something else going on here?

Or maybe the ape-men are just very dry and tindery, and we never noticed it before. Maybe they're always bursting into flame, back in the comforts of their homes. I really don't know.

But meanwhile some animal trainer has taken to chanting strange chants, and locked himself up in a mason's shop.

'Nathail', Animal Trainer cancels Store Item in Barrel: Taken by mood.
▶'Nathail', Animal Trainer has been possessed!

The fact that it happened so soon after the siege, and so soon after the fire worries me. Who knows what might come out of there?

.....

Next: A Mystery

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **January 10, 2013, 01:51:01 am**

Excerpt from the Journal of Nathail, Animal Trainer of Oceanbridge

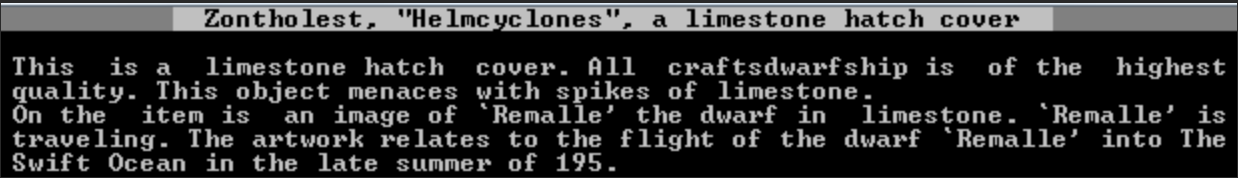
...Oh, and we were briefly under siege. Some Dark Strangers, apparently. Supposedly, they caught fire before they even made it to the walls. Whilst I'm not particularly surprised that there are Strangers here (the six-armed skeletons were a pretty big clue), it is unusual that they're bothering to attack this place. Strangers are brutal and cruel, to the point where even I cannot train them, but I wouldn't have pegged them for stupidity. Even chickens learn to run from dogs, and chickens are about the dumbest animals since whatever fool thought trading ox blood with fledgling fortresses was a lucrative business...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 12, 2013, 12:53:35 am**

((spent the last few days on the road. this is it for today))

A Small Mystery:

Remalle came up from the tombs (where he had been engraving some really nice pictures of ferns), when he heard what was depicted on the new artifact.



He looked at the stone hatch for a long time before saying, "Yes, all right, it's strange. I don't think I ever met Naithal. I know he wasn't here when this happened. But it's very accurate."

Balnash was holding the hatch up so it could be seen, and he said, "Accurate! That ain't even close to how it was. I dragged your carcass out of here m'self, Remalle, because you were too beat up to move, remember? Do you see me anywhere in there?"

"Ok, no. Unless you're represented by the limestone spikes, I guess. But it's an... accurate likeness of what I looked like then, I think. It's just *strange*."

It was a very strange artifact. But it was also not a very important one, and in the weeks that followed it was dumped into a furniture stockpile, and forgotten.

.....

Next: There Are Other Gods

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **January 12, 2013, 06:17:14 pm**

Aww. Aren't artifact hatches immune to building destroyers? It seems like that could have been useful.

Excerpt from the Journal of Nathail, Animal Trainer of Oceanbridge

The following is scribbled into the margins of the page
I made a hatch. I quite like it. It's a very nice hatch. It has spikes, and a picture of some dwarf on it. I never made that hatch. I need a drink.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 12, 2013, 10:13:46 pm**

To clarify, the artifact hasn't actually been thrown away. I'm sure I'll find a use for it somewhere. Story-wise, it's a different... story.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **January 13, 2013, 02:32:16 am**

Ah, no worries then. Maybe we can use it to cap the clowns at some point.

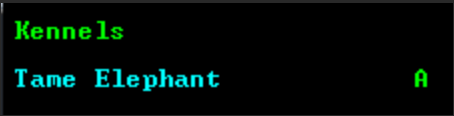
Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 16, 2013, 11:52:19 pm**

((rough times. my youngest nephew has pneumonia. not fun))

From the Journals of Aban Brothertreaties

I'm getting very worried.

For the last month, nothing has happened in Oceanbridge. Ok, that's wrong. I mean, a lot is happening! The bridge is getting longer, and so on. We've got plenty to eat, enough to drink. The refugees have settled in, and most of them don't even look terrified any more (except when Mr. Anderson conducts one of his "sparring" sessions). That trainer who got possessed is happily training again, getting us some nice war elephants.



The rather grim doctor named Croaker has even started a party.



So, all is well. Except I know that it isn't. It never is, really. And I've been having dreams lately, about fortresses, and Tholtig, who is our god of fortresses. They don't involve nice things happening. I think it's a message, but I don't know of what. We're building the bridge! We're doing everything *right*, right?

But I know that something's going wrong.

.....

Next: Elections

((I don't think Aban knows Croaker that well. It's possible that they've never even met. Yes, I like to try to keep that stuff straight it my head. Maybe I need a chart))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 18, 2013, 12:15:05 am**

((I'm going to bake a cake))

The Election:

"The votes have been counted. Lorbam Gebzefon, by the consent of the fortress Oceanbridge, you have been elected mayor." Remalle read the results and stepped aside (and then stepped out of the room, and as far away as he could. He had been through a few elections

before).

The Nobles and Administrators of Migrursazir		
mayor	Lorbam Gebzefon, mayor	[REQUIRE][DEMAND][MANDATE]
captain of the guard	VACANT	
militia commander	'The Soldier', militia command	[REQUIRE][DEMAND][MANDATE]
	VACANT	

Some of the dwarfs applauded, but most of the crowd simply looked on in silence as a tall, somewhat older dwarf stepped with care onto the golden table. She had greying hair and walked with a slight limp, but otherwise looked as sturdy as the granite walls themselves. She held up one hand. Several of the more experienced dwarfs held their breath.

She then proceeded to speak in a calm, even tone. "Thank you. I feel your trust is in me is well placed. I will guide this fortress, our new home, to the best of my ability. I hope the rest of you will work alongside me to make this a safe and prosperous settlement that..."

While Lorbam continued speaking, Gar nudged Aban and whispered, "So, Aban. How the hell did this happen? I thought we were the one's in charge here!"

"Well... I've done some counting", Aban said. " You and I and Remalle are the only people left from the early days. Then there's the one's from a bit later, like Neo, and Croaker. But if you look at the majority of us here... most of them are new refugees. So I guess they just wanted one of their own. I'm ok with that. It's easier to run this place when you're not in charge."

"Give me a break. That's bullshit."

Aban shrugged "She seems nice enough anyways. And sane enough. That's an improvement right there."

.....

"Lorbam is insane! You've got to do something."

After the election party had ended, Aban had gone back to her own office. To her surprise, the Soldier was waiting for her there.

"She... uh, she didn't seem insane. To me. She was very calm, up there."

The Soldier was also almost shouting at her. "You don't know Lorbam! I do. She and I come from the same hill fort. She's not just a worshipper of Rakust, she's almost... When the dead started attacking us, I'm sure she was happy about it. And I've heard stories about her going to the north and living with the Jotunar there. There's nothing wrong with being a follower of Rakust, but what she does... it's something more. And it's not normal.

the rain recently.
She is a worshipper of Rakust and a worshipper of Rakust.
She is a citizen of The Solitary Whips. She is a member of The Pages of Kindling. She is the mayor of The Pages of Kindling.
She is eighty-one years old, born on the 13th of Malachite in the year 121.

And now she's in charge, and those ice giants are right outside our gates. This is dangerous; you've got to believe me."

Aban sighed, and said "Ok, I do. It would have been nice to have a good mayor for once, but obviously that's not what we get here in Oceanbridge!"

"Oh. I'm glad you believe me, then. Surprised, but glad."

"Well, there's not much I haven't seen, Soldier. This isn't exactly a shocking revelation to me. In fact, I could tell you about... well, never mind. I'll try to find something we can do, if things start going wrong."

"Thanks."

.....

Next: Statues

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **January 20, 2013, 03:10:14 pm**

Excerpts from the Journal of Nathail, Animal Trainer of Oceanbridge

...Got me training war elephants. Now, there's nothing wrong with war elephants, elephants are big, have spears built into their mouths, and are possessed of an easily unlocked bloodlust. But the thing is, they are big, have spears built into their mouths, and are possessed of an easily unlocked bloodlust. Still, so long as I don't let them taste dwarf blood, they ought to stay under control, and it is better than having the Jotunar in here...

...Elected a mayor today! Lorbam Gerbzefon should be a good mayor. I haven't spoken to her a lot, but she seems to be very calm and rational. I don't think she would ever not make a hatch that she never made. Or was it not make a hatch she didn't not make? At least the elephants aren't not coming along nicely. I'd never not train one of the ones I didn't train. I need another drink.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 20, 2013, 05:36:30 pm**

((Do trained war elephants really get dangerous if they kill a dwarf, Naithal? I ask only out of curiosity, and not because that's likely to happen, soon. Small updates for now))

News from the Fort, Late Summer 303

So far, Lorbam wasn't showing any signs of madness. She'd ordered some statues constructed, and told the masons that they could choose whatever subject pleased them, so long as it was "appropriate".

basalt statue of a purring maggot

This is a basalt statue of a purring maggot. The item is a image of a purring maggot in basalt by Zulban Keshanuzol.

Maggots were very appropriate, she told them.

.....

Remalle was finally able to tell Aban that they had enough coffins for every dwarf who had died in Oceanbridge. Not enough of the bodies, which meant there were still some ghosts wandering around, but it was a start.

.....

And something new wandered up from the depths.

Id Ducimesis, Wood Burner cancels Construct Building: Interrupted by Giant Cave Spider.
The dwarves suspended the construction of basalt Coffers.

.....

Next: Death and Traps are Both Inevitable

((I think purring maggots sound sort of cute, actually))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 20, 2013, 10:54:32 pm**

((updates))

More News

The giant cave spider was a welcome sight to the Soldier, who was happy to be facing something ordinarily horrifying.



Once, she would have been terrified to face a monster like that. Now, it was a pleasant distraction, albeit one that only lasted a few seconds. The spider lost its first pair of legs to a blade trap, and proceeded to lose the rest to a very enthusiastic militia.



All in all, a good days work.

.....

Neo hadn't left the bridge for weeks. The work was back-breaking, but it kept his mind from wandering to things he didn't want to think about. Thoughts about the undead, and the destruction of Oceanbridge and the memories of a future he still wasn't sure were real...

-limestone statue of goblins-

This is a well-crafted limestone statue of goblins. The item is a well-designed image of goblins and dwarves in limestone by Kel Azzindodók. The goblins are massacring the dwarves. The artwork relates to the defeat of The Good Works of The Solitary Whips and destruction of Oceanbridge by The Witch of Dwellings in the late winter of 199 during Utu Era, "The Onslaught of Horns".

But someone was trying to remind him. Statues kept appearing on the bridge, even though he'd given no orders to build them there.

limestone statue of Rakust

This is a limestone statue of Rakust. The item is a image of Rakust, the deity of death, depicted as a skeletal male dwarf and five dwarves in limestone by Kel Azzindodók. Rakust looks dejected. Rakust is surrounded by the five dwarves.

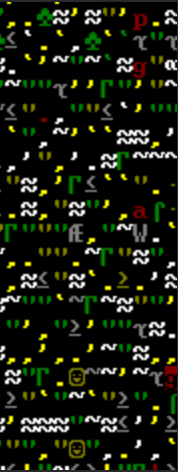
basalt statue of Rakust

This is a basalt statue of Rakust. The item is a image of Rakust, the deity of death, depicted as a skeletal male dwarf and three dwarves in basalt by Kel Azzindodók. Rakust is screaming. Rakust is surrounded by the three dwarves.

He was going to have to find this "Kel", and talk to her, or him. Or it.

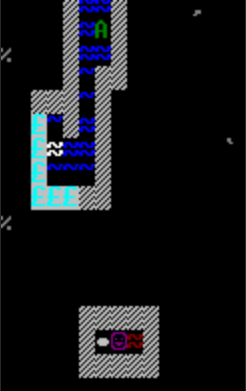
.....

More refugees arrived, but only a few. They came from an old, old outpost, that had been overrun by "something". They weren't saying anything more. Not yet.



.....

And Ishar and Di-III dug a dry path back down to the magma. As long as nothing horrible was lurking nearby, it looked like the magma forges would be starting up again.



.....

Next: Another Update?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 21, 2013, 02:39:28 am**

((Well, why not one more?))

From the Journals of Aban Brothertreaties:

Another season, another siege. This time it was the bird-men.

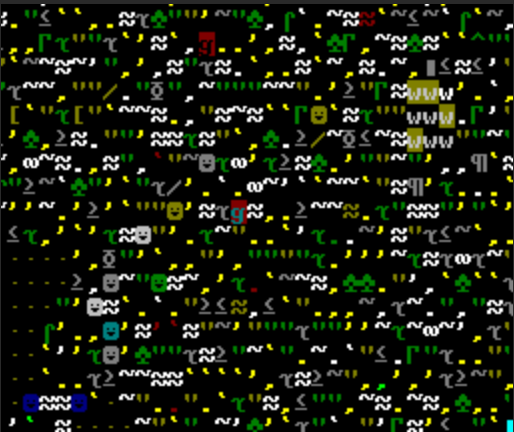
Beak Wolf Hunter	Invader
Beak Wolf Hunter	Invader
Beak Wolf Hunter	Invader
Beak Wolf Hunter	Invader
Beak Wolf Hunter	Invader
Beak Wolf Hunter	Invader
Beak Wolf Hunter	Invader
Beak Wolf Hunter	Invader
Beak Wolf Predator	Invader
Beak Wolf Predator	Invader

They seem to be taking turns with the ape-men. Well, we were ready for them this time, and kept the gate closed for a while in case they decided to burst into flame.

They refused to combust (very unfair of them) , so the Soldier, Neo and the rest marched out to the field. Then they waited as half of the bird-men were held at bay by just one of the giants.



The record gets confusing here, because for some reason, the Soldier gave the order to charge. She could have waited for them to kill the giant, and then run into our trap line, but she didn't! She sent our whole militia onto the field.



And of course, that's where things went wrong. I'll let some of others tell the story, as, well, I wasn't actually there.

.....

Balnash Reports

I ain't seen a fight like that in years! Truth is though, we should've waited for them to come to us. The Soldier's just been itchin' for a real fight for a while now. That's why she went ahead of all of us. And that's why she got jumped by about eight bird things. We drove 'em off of her, but yeah, she got hurt.

Damn good fight, though.



.....

Neo Reports:

This is nothing new. Some dead? We've had worse days. But we need water. I know what happens when you've got a lot of wounded people, and no fresh water.

Why did she do it? I don't know. But we followed because we didn't want her to die fighting them alone.

.....

Aban Concludes:

So that's that. Gar, my dear husband, has been drug out of the pit he calls a safehouse, and told to get to work on a new water "purifier", I guess we can call it. Oh, and where is our new mayor, in all of this? It's a good question, but it doesn't have an answer.

.....

Next: An Answer

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **January 21, 2013, 07:41:55 am**

How am I supposed to finish the SafeHouse if you distract me on every snooze?!
The usuall well should work fine with getting water. Do you know what well is? Right, its a bucket with rope hung over pool of water. With mechanism to put is up and down.
If you're really mad about salt water, then just use pump desalinator and hermetic constructed cistern!

And I'm back to work, there are a lot of mechanic links to do... Especially when we got magma back. It opens wide opportunities to our defence strategies!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **January 21, 2013, 03:16:31 pm**

I don't think the elephants will turn murderous if they're already tame. If a wild elephant kills a dwarf and is then tamed, then it will kill every dwarf it comes across (none of whom will run because it is technically a tamed elephant). But so long as we've had this elephant for a while, we'll be fine.

Excerpt from the Journal of Nathail, Animal Trainer of Oceanbridge

...Oh, and we had a siege. Beak Wolves, apparently. I hate those things. I can live with bird-men, and wolf-men, and men-men, but bird-wolf-men are pushing it. If those exist, then what if pig-bear-men turn out to be real? Anyway, apparently The Soldier jumped the gun and ordered a charge whilst the Beakies were being smashed by a frost giant, and got surrounded. No word on how serious just now, but I expect she'll pull through. She's a good soldier, who wouldn't ever not make a hatch she didn't not make. I need a drink...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 21, 2013, 10:32:17 pm**

((the water situation is weird, and the only thing that worked was dfhack. But we have fresh water now))

From the Journals of Aban Brothertreaties:

Well, our mayor came back, and she still seems sane, and normal, and even... competent? I know the Soldier told me she was dangerous, and I've got no reason to disbelieve her... but Lorbam seems harmless! She explained that she had been down near the underground lake during the siege, looking for a source of fresh water. And to her credit, she and Gar managed to rig up some sort of mechanism that gives us just that. So no one is going to die of thirst now, especially not the Soldier.

Speaking of her, I haven't seen her in the hospital yet. I really hope someone actually remembered to get her off the field!

.....

Meanwhile:

"All right, the Soldier," Ishar said to the wounded commander, who she was carrying on her back. "I almost got you back to safety. See, we're at the gate! Nothing's going to attack you here-"

It was at that moment, of course, that a goblin sprang a cage trap right next to her.

goblin cage (pine)

Weight: 114lb

Basic Value: 10*

Contents:

Stozu Emsox, Goblin Thief

Ishar jumped as the cage walls slammed down an inch from her toes. The Soldier groaned as she came close to falling.

"Augh, sorry about that!" The goblin screamed and slashed at the cage bars with its dagger, but the silver was no match for solid oak bars. Ishar backed away, just to be safe. "Ok, nothing's going to try to kill us now for sure-"

The second cage trap came down in front of her, and she found herself staring at another confused and angry goblin. This one was a bit bigger, and was carrying a silk bag, for some reason. Fortunately, silk wasn't much good for breaking cages either.

Moving with care, Ishar stepped to the side, and inched past the cage and its snarling contents.

The third goblin was caught as it crept over a weapon trap. Ishar only saw the creature's head as it spun by, spraying her and the soldier with blood. It look startled.

Snatcher!

Protect the children!

Snatcher!

Protect the children!

Snatcher!

Protect the children!

She blinked as bits of the goblin dripped over her eyes. "All right now. Ok. Now... I think I'll run you inside, and only then I'll say something about being safe." She tried to look on the bright side. "At least we've got clean water again! We can wash up now!"

.....

Next: About Goblins

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 22, 2013, 04:10:26 pm**

((it's cold))

Gambling with Goblins

Mr. Anderson tapped the lever with his cane. "It's simple. The goblins who arrived at our doorstep recently are hostile to us. The goblins who live alongside us here are not. That is what it seems like, at least. We shall release the caged thieves into their midst. If they greet their cousins with their blades, then we shall know for certain."



Ishar nodded, "I get it! They fight and kill each other, so we don't have to!"

"Precisely. And when they have finished doing so, any survivors will be weak enough for even our militia to dispatch with ease. Now, let the battle begin." Mr. Anderson pulled the lever.

He and Ishar watched the goblins for a while.

"So, they aren't fighting."

"No."



"In fact, they seem to be pretty happy to see each other. Look, that one's giving his friend a hug! At least, I think they're friends. I'm not sure how goblins treat their friends."

"Nevertheless, you seem to be correct." Mr. Anderson sighed. "At least we know where the loyalty of 'our' goblins lies, now. Fetch me my crossbow, please."

.....

Next: A Sad Reminder of Artifacts Past

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 22, 2013, 11:19:01 pm**

Memorializing and Remembering

Let's see... what did he remember about Lokum... Well, she had liked prickly berries, that was for sure. Almost liked them too much, really. Remalle started chiseling her name into the smooth granite slab.

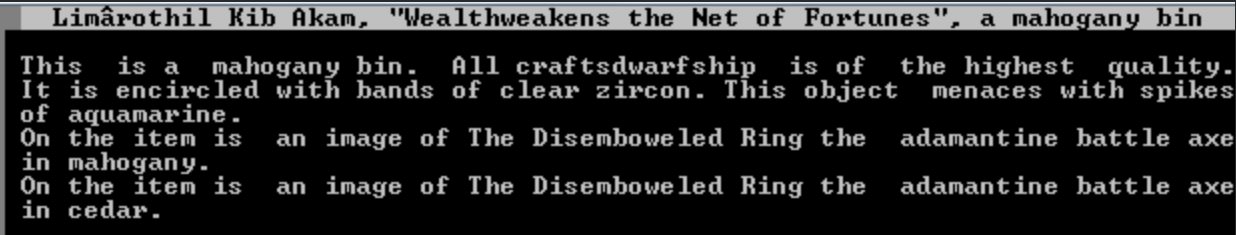
"Good morning, my dear. What are you doing?"

Remalle jumped, and nearly carved his thumb with the chisel. "Oh it's you, Mayor Lorbam." He carefully put the chisel down. "I guess I'm just carving a memorial slab. For one of the dwarfs who died here, a few years back. It's what I do."

"You memorialize the dead. A good cause."

"I guess..."

Lorbam seemed to have something else on her mind. "You have been here for years, I've heard. I see your name on all the carvings here. You must know all about the history of this place. Do you recognize the name 'The Disemboweled Ring'? One of our butchers created this bin, you see."



"That... yes, that was an adamantine axe. A very, very good one, too. I don't remember who made it, though."

"And does it still exist? Is the axe still here?" Lorbam leaned in close.

This was something Remalle felt safe answering. "No, it's been missing ever since the first time the fortress fell. I'm sure it was stolen, or lost in the ocean, or something like that. We lost everything that wasn't nailed down, really."

"Ah. Well, that's disappointing." She looked around at the carved walls for a minute, then said, "You've done good work here." After that, she left, heading back up the stairs to the main dining room.

Remalle didn't try to stop her. He still had a lot of work to do.

.....

Next: Basically, Doom

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **January 23, 2013, 01:57:24 am**

Huh.. what if we'd organize loyalty cascade for goblins... I think it could be possible with dfhack - select one of goblins, switch to adventure mode, attack, switch back to fortress mode.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Di** on **January 23, 2013, 02:24:10 pm**

I don't know, last time I've tried to go adventuring from fortress it caused loyalty cascade for everyone on the map.
Also didn't a simple well work for as a water source?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 23, 2013, 07:53:02 pm**

The water is weird. Even with a well, they weren't drinking it, and water pumped into a completely constructed room would count as fresh for a moment, then turn bad.

Changing the game mode turned the entire screen black, and the unit list got all... crazy. It's possible I did it wrong.

I did use dfhack to find out where the missing bodies are. It turns out that they get scattered *everywhere* on the map, and I do mean everywhere.

Any testing I do in dfhack is done in a copy of the fort, obviously. I worry about the save getting buggy and unplayable enough as it is.

Update soon.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 24, 2013, 01:16:41 am**

From the Journals of Aban Brothertreaties

I get to record something here that I almost never do! Something went right! That alligator beast attacked, and no one died. (Except for it, which I am damn well fine with). This is... unusual. I don't know how to write about good news anymore.

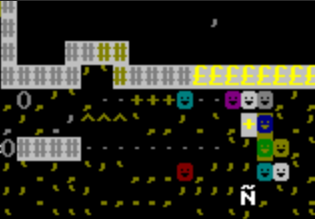
Start at the beginning at least, right?

The first we heard was one of the refugees (a beekeeper, who naturally isn't busy) running up the old magma pump stairway, screaming about being chased by something. It was pretty clear that she wasn't talking about elk birds.



When she had calmed down, she told Mayor Lorbam about the alligator beast. How it appeared out of nowhere, and had nearly torn her in half right there, and how she had made it up to the dining room with it a stairway or two behind. Well, that's pretty urgent.

So the Soldier (who is doing better) called out the militia. Thirty dwarfs, all armored in steel, with some of the best weapons Oceanbridge has to offer. And we all knew that it wasn't enough. It's never been enough, before.



I came down with them. Well I had to, didn't I?

The Soldier's original plan was to just wait for the monster to arrive, and fight it as best as we could. (IE: Die.) Fortunately for her, and for the rest of us, Neo remembered something else. Years back, during another attack like this one, he and some of the other dead people started building a trap walkway. The idea was for the monster to be drawn up to it, and somehow get knocked off the causeway, into the pit below.

Arrive it did. I'd forgotten, even after everything I've seen, just how terrifying and immense these monsters are. The thing *filled* the pump stack. This huge, green scaled... alligator thing. (Describing this might be easier if I knew what an alligator was)



And the plan failed. The monster stepped over the traps like they weren't there. I don't even know if any of them worked. Maybe they had rusted over, or been broken by gremlins, or something. They failed.

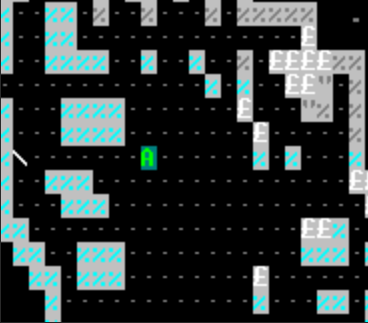
So there we were, facing down this enormous alligator creature. Neo moved to fight it. But someone else got there first.

Some marksman, who I've never met, (but I really want to now) charged it before Neo could draw his own sword. The marksman didn't use his crossbow, he didn't fire a bolt, he simply ran at it with his fists.

The monster dodged him, easily.

►The Marksdwarf attacks The Forgotten Beast but It jumps away!

It dodged right into the open air.



We all had a good, long look at the monster as it fell. It was a long, long way down. The lake is down there too, but the monster didn't land in the lake.

The Marksdwarf attacks The Forgotten Beast but It jumps away!
→The Forgotten Beast slams into an obstacle and blows apart!



So there's a celebration being thrown, and for the first time in years, I think it's a genuinely happy one. I'm going to celebrate. I'm going to celebrate the fact that we're finally winning. The bridge is growing, and we've beat everything Rakust can throw at us. Neo and Remalle's future isn't going to happen. Not if we can keep this up.

.....

Next: The After-Party

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **January 24, 2013, 01:21:00 pm**

Excerpts from the Journal of Nathail, Animal Trainer of Oceanbridge

...The goblins have gone... Well, sane I suppose. Instead of meandering around waving at dwarves, they've decided to treat us the way goblins traditionally treat dwarves, snatching children and setting up ambushes. They seem apologetic about it, though. I think they're more interested in killing and kidnapping us than in hurting us. Fortunately, goblins suck at killing painlessly. Wait...

...Forgotten beast attacked! I hate those things. This one was apparently incompetent, though. A marksdwarf charged it (must have had an empty quiver), and it dodged right over the edge of the walkway. Apparently there was a wonderful view of a giant, ageless, alligator-thing plummeting down several floors. I heard one dwarf say it made a "very satisfying splat" when it hit...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 24, 2013, 10:22:45 pm**

I would just like to note that the main body of the bridge is only 730 blocks away from completion. It's actually almost, almost there!

Collapses

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 26, 2013, 02:16:41 am**

((things happen))

Events of Winter, 203

It turned out that Mayor Lorbam's interest in old artifacts wasn't just casual. A few days after the alligator beast was killed, and after the party celebrating its death had ended, Remalle found a note waiting for him in his room, asking him to "kindly try to remember anything he could" about "that old axe".

A few days later, when he had sobered up enough to actually make sense of the message, he went searching for information Which wasn't easy, considering everything that had happened to the fortress since then. The axe was nowhere to be found, but he discover a dusty slab in a long abandoned corridor, that he must have carved at some point. It had to be right. Memory wasn't reliable. Carved stone was.

-basalt memorial to Sazir Mebzuththosbut-

This is a well-crafted basalt memorial to Sazir Mebzuththosbut.
The slab reads "In memory of Sazir Mebzuththosbut / 128 - 195 / Creator of
The Disemboweled Ring / Friend of cavies".

.....

Neo had spent the party on the bridge. He could see the opposite shore in the distance; a pale green shadow in the mists. He wasn't going to stop for anything now, not even a party.

It had been getting colder, he noticed, the closer they got to their destination. It even snowed, sometimes. That wasn't normal. Perhaps it was another sign of how the world was changing.

Or perhaps it was a sign of something worse.

Amxu Zolakulxa, general	Friendly
Stozu Aslotmoslö, Ogre Administrator	Friendly
Rime Giantess Hammerman	Invader
Frost Ettin Hammerman	Invader
Greater Ogress Hammerman	Invader
Frost Ettin Hammerman	Invader
Blood Cyclopes Hammerman	Invader
Greater Ogress Hammerman	Invader
Frost Ettin Hammerman	Invader
Rime Giantess Hammer Lord	Hostile
Sillokum, Rime Giantess Spearman	Hostile
Eldjotun Spearman	Invader

.....

Next: Things get Confusing

((Really, really confusing))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **SlimyMarmot** on **January 26, 2013, 09:40:27 am**

I'm still catching up and the timelines are a tad confusing so throw another "Slime" in there if you're missing one. Details irrelevant.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **alonard** on **January 27, 2013, 11:23:44 am**

wow that's one if the best df stories i have read please continue :)
if there's still time before the big conclusion please dorf me as Riczo miner/engraver, gender doesn't matter.

thanks for the awesome reading material helped me pass a difficult week

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 28, 2013, 12:19:25 pm**

I'm glad that you're enjoying it. SlimyMarmot, I'll work on making things less confusing.

But not yet, because this siege is confusing as all hell to write! Too much happening.

Update coming.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 31, 2013, 03:10:42 am**

((ok, just gotta start, I guess))

From the Journals of Aban Brothertreaties

Well, the giants (or Jotunar, as some people insist on calling them) are attacking. They're attacking now, as I write this! But it's important to write this down. There's something very, very different about this siege.

It was chaos out on the bridge, because that's where most of them were. The giants who had destroyed the fortress before, I mean, along with a lot of their war jaguars. They'd left us alone for so long, I think some of the refugees just assumed they were especially life-like statues. Even those of us who knew had kind of forgotten that there were so many of them out there (ten or twenty? I didn't stop to count). They were certainly caught everyone off guard when they attacked this morning.

What's remarkable is that everyone, save one metalsmith, got off the bridge safely, due to Neo's quick thinking. He shouted out a warning about a half second before the first giant (a "rime giant", whatever that means) brought its hammer crashing down an inch away from DI-III. That seemed to be the signal for the rest of them. There were roars, shouts of "Doom," and of course, a lot of screaming. We all ran for it. They chased after us, and I'm still amazed that the bridge didn't collapse under the weight.

Unfortunately, that metalsmith had his throat torn out by one of those jaguar things right next to me. You'd think I would be used to seeing things like that, and I *am*. But that doesn't mean I *like* seeing it. There was also the fact that it meant one of those jaguar things was right next to me...



And when I had made it to the safety of the fort, I found out from Balnash that an army of giants had come out of the jungles to the west.



He and the rest of the militia were getting ready to hold the gate against them. I told them about the bridge.

So it looked like we were in for a lot of trouble. One army of giants was trouble enough. Two? I know we can't survive two.

Then, as Balnash, the Soldier and I watched the monstrous things marching towards us, a cloud of icy mist following after them, I noticed something odd. The lead giants jumped down into one of the dry pond beds (which shook the walls. These are *giants*, after all). We could hear even more shouts, and cries of pain, and the sound of, you know, violence. And Balnash saw that the giants were fighting each other. The old group against the new.

The Rime Giantess Hammerman bashes The Blood Cyclopes Hammerman in the left lower leg with her <<bismuth bronze maul>>, fracturing the bone!
The Blood Cyclopes Hammerman bashes The Blood Cyclopes Hammerman in the lower body with his <<bismuth bronze maul>>, bruising the muscle and bruising the guts through the <<large bismuth bronze mail shirt>>!
The Rime Giantess Hammerman attacks The Blood Cyclopes Hammerman but She rolls away!

So we're stuck between to armies of giants, who seem bent on slaughtering each other. Oh, and us. But mostly, each other.

I wonder if we're just in the way?

.....

Next: Part Two

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **kahn1234** on **January 31, 2013, 04:04:49 am**

Oceanbridge: Where even the invaders fight each other.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **January 31, 2013, 04:05:59 am**

Whoa. It's epic battle.
So, when goblin siege arrives, our "friendly" goblins will turn hostile?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 31, 2013, 04:54:46 pm**

Oh yes, they will. And they'll be immune to all traps, even the ones built during this reclaim. And there are at least five goblins on every main fortress level, not to mention the army on the bridge, and the goblin general sitting there too...

But we've got to fight off the giants first! Working on the next update.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Kalemyr Skyfire** on **January 31, 2013, 05:00:48 pm**

Quote from: Kalemyr Skyfire on December 01, 2012, 10:13:21 pm
I will now stop lurking in this thread.
I lied. Still here, still lurking.

What are the chances of us surviving if a goblin siege comes along? Is it too much to hope that the goblins and the jotunar simultaneously destroy each other?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **February 01, 2013, 10:29:47 pm**

((I honestly don't even know, now. Maybe?))

The Siege of Giants, Part Two

Mr. Anderson made it to the surface far ahead of the rest of his squad. He made a mental note to work on "actually getting to the damn fight it time" training, once the siege was over. They should have been right behind him.

One dwarf, he was pleased to see, had made it there ahead of him. An axedwarf, with her shield and weapon at the ready.



He was about to call out to her, when an ice giant came around the corner of the trade depot's wall. It must have snuck in somehow, no mean feat for a creature that stood twice the height of the fortress walls. There, it must have met the lone soldier, on patrol. At least *she* knew her duty.

It wasn't enough, though. Kib, the axedwarf, had her shield raised over her head, in a desperate attempt to stop the giant's massive bronze mace from crushing her entire body.

It didn't work.

Kib Lørşïthreg, Áxedwarf has been struck down.

The giant kicked aside the broken body, turned to face Mr. Anderson, and smiled. "Know that you look on death, dwarf. I am Arrowcradled, and I am your doom."

He wasn't about to let that go unanswered. "Arrowcradled? Should have been Boltcradled!"

The giant paused in mid-swing. "What?"

Mr. Anderson fired a bolt into the giant's side.

.....

The Soldier had lead her own squad to the gate, where Balnash was waiting. Unaware of Mr. Anderson's trouble, he was leaning on his spear, watching the giant's main army. The Soldier said, "How's the fight out in the fields going?"

"I ain't got a clue. They're just beatin' the shit out of each other, but none of 'em have got more than bruised. It's impressive, I'll give 'em that. How about the bridge? Those giants attacking yet?"

The Soldier looked worried. "No. They stopped once we were all off, and they're just sitting there, next to the goblin's leader. If they get the goblins on their side now, I don't know what we can do."

"Fight 'em. Fight all of them, and when we die, we come back and fight 'em again until they're dead."

"Unless we come back as something worse, Balnash."

Any further conversation was interrupted by the arrival of yet another army. The Soldier spotted the goblins as they crept along the shore, through the waves.

→An ambush! Curse them!

She hit Balnash's arm to get his attention, and shouted, "I knew it! They *are* allied with the goblins! Damn it all, we need to draft everyone in the fort for this, there's no other way! Run and get Lorbam, and tell her she's damn well fighting too."

Balnash was watching the goblins closely, and he noticed something the Soldier hadn't. "Uh, Commander? Things ain't quite that bad. Those goblins? They're attacking the giants."

She looked back out to the shore, and saw that he was right.
The Rime Giant Swordsman counterstrikes!
The Rime Giant Swordsman stabs The Goblin Hammerman in the left upper arm
with his <<bronze two-handed sword>>, tearing apart the muscle through
the <<giant cave spider silk cloak>>!
An artery has been opened by the attack!
The <<bronze two-handed sword>> has lodged firmly in the wound!

"That's... good?"

Clearly, these goblins were the enemies of the giants who lived in Oceanbridge. How they felt about the other giants, or their goblin cousins, though, was anybody's guess. The Soldier was starting to miss the wonderful simplicity of zombie fighting. Nothing seemed to be working out like she expected.

.....

Mr. Anderson's own fight wasn't going according to plan, either. He had fired bolt after bolt into the giant, and while its armor could be called "Boltcradle" (because it was filled with bolts. The joke seemed less clever to him now), the monster itself was just bruised.

→The Rime Giantess Maceman blocks The flying <-alpaca bone bolt->!
The flying <-alpaca bone bolt-> strikes The Rime Giantess Maceman in the lower body from the side, bruising the fat through the <<large iron mail shirt>>!

And now he was out of bolts.

He jumped aside as the giant swung at him again, and parried another attack with his crossbow. The shock broke the flimsy weapon into pieces, along with most of the bones in his hand and arm. He stumbled back, looking around for help. No one was there. "I... am going to kill... everyone... in my squad."

.....

Next: The Siege Gets Confusing-er

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Firehawk45** on **February 02, 2013, 04:05:17 pm**

Dwarfing request, give me a weaponsmith, who is insisting on carrying around a crossbow and a filled quiver at any time (and hands the same things out to everyone he sees). Oh, and he never goes outside during a fight, NEVER. Not because of cowardness, just because he cant see blood, it makes him feel uneasy.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **February 02, 2013, 06:14:22 pm**

Excerpt from the Journal of Nathail, Animal Trainer of Oceanbridge

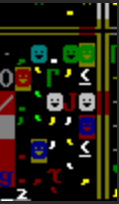
Everything has gone fucking MAD! First, there were the Dark Stranglers catching fire. Then the Goblins went back to being homicidal, if polite, brutes, and now the Jotunar statues out on the bridge have come to life and are attacking both us and a group of invading Jotunar! Oh, and there's a new group of Goblins attacking the Jotunar. Thus far, the only enemies who have acted in a reasonable manner have been the Beak Wolves, and they are goddamn birds! AND WHERE THE HELL ARE MY ELEPHANTS?!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **February 03, 2013, 02:41:39 am**

((Ok, with firehawk, I've got three new dwarfs to introduce in the next update. got to remember that. also, the siege is almost over! I know I am slow at these things. Also also, the elephants, haha! Yeah, they're in this update.))

Yes, A Siege (Part Three):

Mr. Anderson was fending off the giant with what was left of his steel cane when help finally arrived.



Though he was in agony, and fighting for his life, he still made an enormous effort, and said to his rescuers, "You are all worthless as soldiers. You have wasted every bit of training I gave you, and you have disappointed me for the last- Oh gods damn it!" He shouted the last part as the giant's club smashed into his ribs, and he fell to the ground, unconscious.

Neo led the attack, telling the rest of the soldiers to "ignore the old bastard", and with his two swords the giant fell quickly (and in quite a few pieces). Not before it had killed another hapless militia member who got in the way of its mace, however.

Fikod Egdothmedtob, Wrestler has been struck down.

Neo looked over the mess that had been the depot. "If this is how we do against one giant... Maybe we need to close the gate, now."

The other members of the squad agreed.

He sent someone down to pull the lever, but they were interrupted by a civilian running up the stairs. He spotted Neo, and waved. "Captain! Nathail, animal trainer here! I've been training some war elephants for just this type of attack, and I'd like to see them put in action. Do you know where the mayor is keeping them?"

"Well, yes. They were posted outside the gate a while ago. Unfortunately, someone forgot to feed them, I think and they... they starved to death, to be honest."

Naithal gave him a look. He couldn't think of anything else. "Really. Captain, that was both a waste, and kind of stupid."

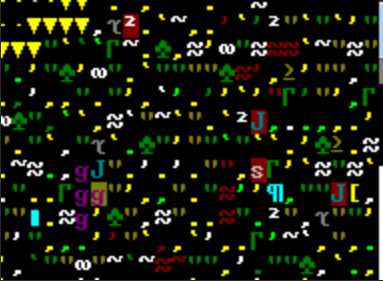
Neo nodded. "That's how we do things here."

.....

From the Journals of Aban Brothertreaties

Ok, so there's a war going on outside the fortress, but it doesn't involve any of us, so that's good?

The goblins are actually defeating the giants, though they've only attacked the stragglers near the beach so far.



It's amazing to watch them fight. They climb up on each others shoulders until they reach the level of their opponents head, and then they start bashing away. The giants don't seem to know what to do with that. In all fairness to them, who would?

→The Goblin Hammerman bashes The Rime Giant Swordsman in the head with his <<copper war hammer>>, bruising the muscle, shattering the skull through the <<<large copper helm>>>!

There's still the giants on out our bridge. If Balnash, Neo and the rest can take care of them... we might actually win this thing. And then we'll be safe until the next siege arrives. And then the next, and the next, and... If there was a way to kill the god of death, I would do it. I would do it without hesitation.

This needs to end.

.....

Next: The Siege Ends

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Di** on **February 03, 2013, 11:34:55 am**

Are those vanilla elephants? If so then they're doomed to starvation unless they have owners. Owners can feed their hungry pets with whatever closest snack they find (horse tallow biscuits fed to a horse? yay!). Interesting though is the fact that they can repeat that water-walking guy's trick and feed all the creatures on that tile with a single toast. So you could open elephants for adoption and stick them into a single tile. Once someone adopts any of them they'll be kept alive provided they don't kill each other because of overpopulation. Assigning other pets to the same spot would help feeding as well, but squeezing a tiny cavy into the same spot with a pack of infuriated several-ton war machines wouldn't be healthy for it. Plus cavies eat much less and will trigger feeding job much rarer than an elephant would need, a couple of yaks probably would do better. I don't know how this works combined with assigning war animals or caging them.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Firehawk45** on **February 03, 2013, 12:05:43 pm**

you would end up killing most of the elephants. Removing the [GRAZER] Tag from them would be more effective. Actually, it would be better to remove it entirely, it only comes into the way of !!PROGRESS!!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **IcepickTrosky** on **February 03, 2013, 04:56:42 pm**

I'll wait until this.... siege siege is over before I'll give Balnash's thoughts on the matter. Unless he dies, then I'll give his ghost's thoughts on the matter.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Ashsaber** on **February 05, 2013, 12:27:28 am**

Compared to the giants I get stuck with yours are a lot nicer.

Y'know, apart from the whole treason thing.

The ones I get stuck with never dies. :(

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **February 05, 2013, 01:15:07 am**

((ok, dwarfings after this. seriously, I'm writing that update now. I just wanted to get this part up.))

From the Journals of Aban Brothertreaties

Well, the siege is over, and most of us are still alive. No word from the three who died so far. Remalle is already carving memorials for them (the new mayor doesn't seem to understand why that's important), and hopefully they won't return as vengeful spirits that try to tear us apart as we sleep!

We have enough of those already.

The siege... did not end normally, of course. So, the goblin ambushers don't like the giants (any of the giants), and they in turn are hated by both groups. However, it seems that our goblins (the friendly ones) are none too fond of them (the ambushers)! Whew. There are still a few of our goblins out there, and they drove off the remaining ambushers.

The Goblin Hammerman bashes The Goblin Maceman in the head with his <<silver war hammer>>, bruising the muscle, jamming the skull through the brain and tearing the brain!
The <<silver war hammer>> has lodged firmly in the wound!

They were then killed by a giant.



Neo and the others killed the giants left on the bridge. I'm sure the fight was thrilling for them, but compared to the mess outside of our gates, it was pretty tame stuff.



I mean, the giants were still fighting each other near our gate, and Mr. Anderson's squad was firing indiscriminately into the chaos. A goblin or two jumped in just for fun. One of that Naithal's elephants hadn't starved after all, and knocked a few ice giants around before having its skull smashed. Finally, after their leader's camel was killed, the attacking giants seemed to lose all enthusiasm. They shouted "doom" at us, and left.

And the one surviving, formerly friendly giant? He waited until they were gone, and then burst into flame.



Yes, the fires are back.

Time to drink.

.....

Next: New Recruits, A Message

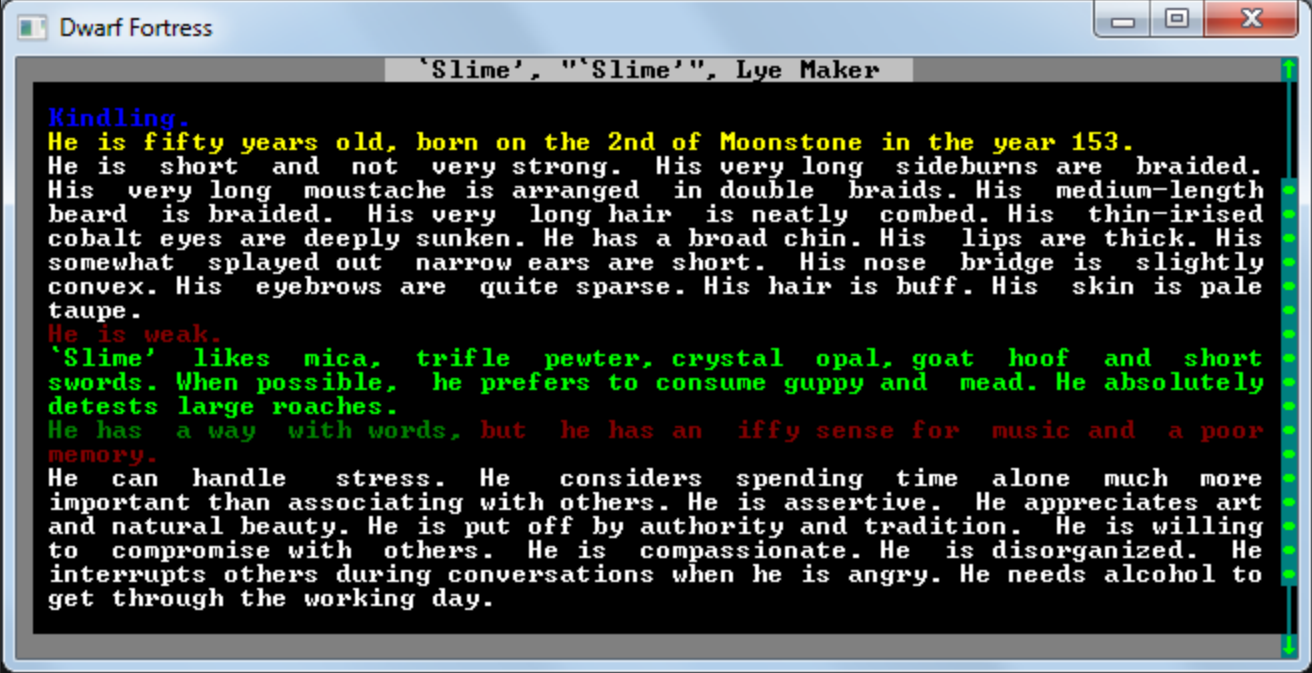
Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **February 06, 2013, 12:48:20 am**

((turns out I've got no time, but here are brief new dwarf intros))

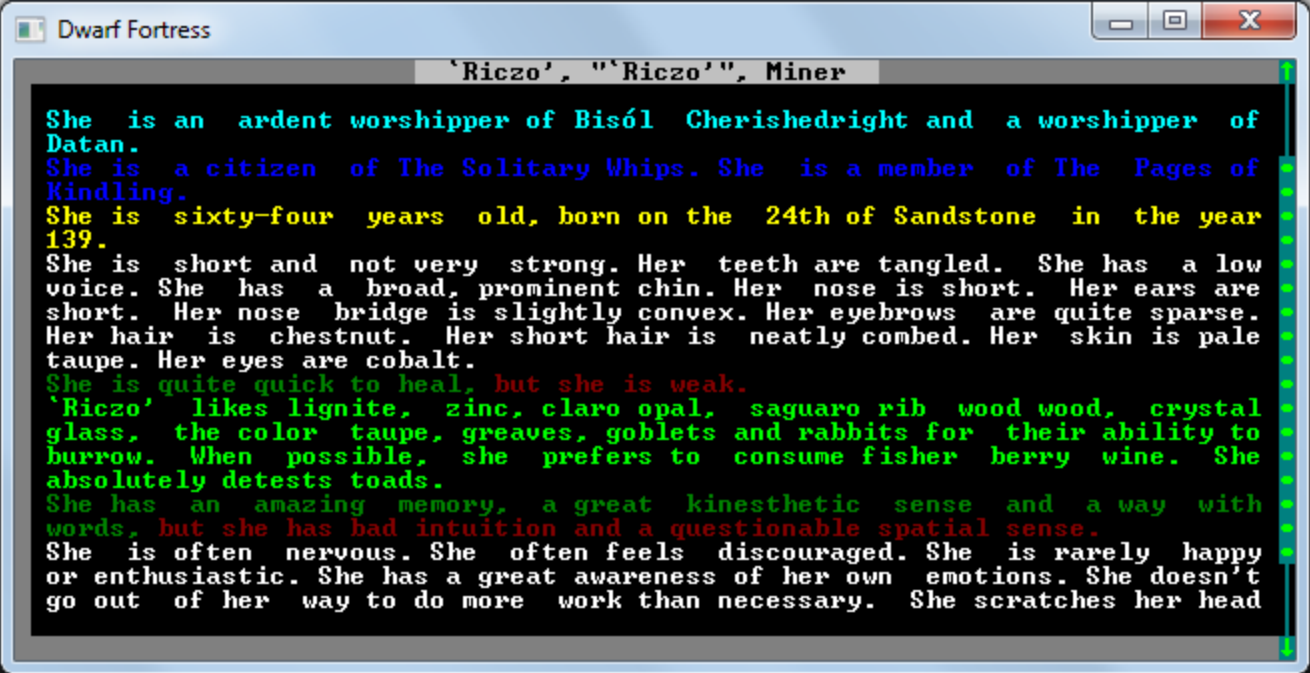
Notes from the Aftermath:

Three new recruits were added to Mr. Anderson's squad, to replace those who had been killed.

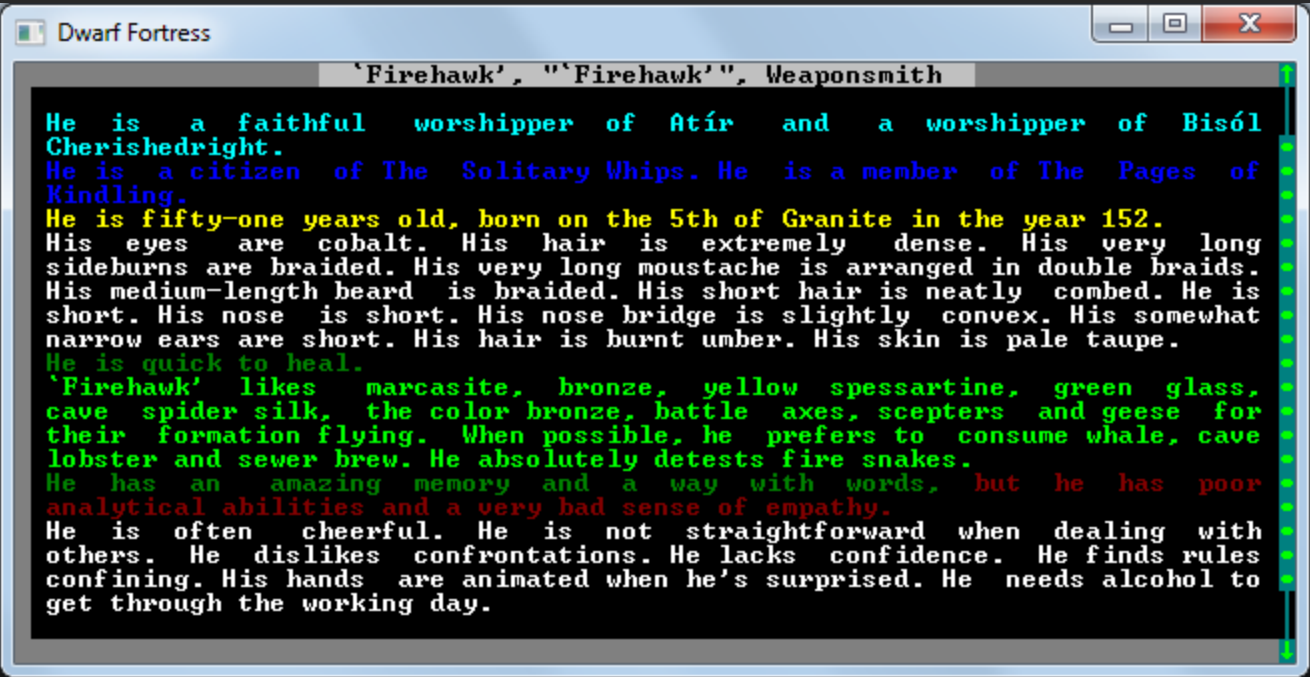
Slime, a lye maker with an appropriate name.



Riczo, a miner who wasn't sure why she was being made to learn how to use a crossbow.



And Firehawk.



When the soldier asked Firehawk to find a crossbow from the junk pile, he surprised her by pulling three of them from his pack, along with several full quivers. After he had collapsed under the weight, she told him to share some of his wealth with the others.

Meanwhile, the fire spread.



The ruined jungle, which had started to spring into new life before the siege, was turned into ashes again. It was a sign or a message of some kind, Aban had decided. Figuring it out was the problem.

.....

Next: I don't know. An army of snakes, maybe.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **IcepickTrosky** on **February 07, 2013, 04:30:51 am**

Balnash's Scribblings

'Nother day, 'nother siege.

Seems like all kinds of critters spend every wakin' hour o'their days figurin' out how they're gonna invade us next. Now we gotta deal with dueling factions of giants to go with the dueling factions of gobbos we've had since we came back to this accursed spot.

...somebody don't want us finishin' this bridge...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **February 08, 2013, 01:15:34 am**

From the Journals of Aban Brothertreaties

Spring has arrived! And with it comes... ash and smoke, actually. It's spring by the calender, and that's all.

What with the siege, the raging inferno outside, and so on, I don't think anyone noticed that a peasant had been locked up in a workshop for months. She came out today, with a scepter in hand.

Isethkud Korlorbam, "Questslick the Cavernous Standards", a tower-cap scep

This is a tower-cap scepter. All crafts dwarfship is of the highest quality. It is encircled with bands of calcite. This object is adorned with hanging rings of calcite and menaces with spikes of black-cap and sheep leather.

On the item is an image of Atír, the deity of the night and jewels, depicted as a male dwarf in tower-cap. Atír is laughing.

On the item is an image of cacao trees in larch.

On the item is an image of Goden Peacefulcopper the dwarf in sheep wool. Goden Peacefulcopper is in a fetal position. The artwork relates to the dehydration of the dwarf Goden Peacefulcopper in Oceanbridge in the late winter of 198.

On the item is an image of Ngokang Dunedungeons the goblin in llama wool. On the item is an image of a crescent moon in llama wool.

Yes, it's one of those. Funny that it shows Atir, though. I haven't thought about the other gods in a long time. We don't hear anything from them, that's for certain. Well, not most of them.

But the scepter... it'll be tossed in a craft pile somewhere. Why do we make these things?

.....

Next: Oh, I don't know.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Firehawk45** on **February 08, 2013, 04:10:01 pm**

"Hey, you, peasant, whats that?"
"Its a scepter! It shows some of the history of our great culture!"
"Scepter eh? Looks like a bolt to me. Speaking of bolts...."

Firehawk pulled another crossbow and a filled quiver.

"Take these. Shit will go down, and when it does, i want to see some bolts fly!"

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **February 09, 2013, 02:49:20 am**

Excerpt from the Journal of Nathail, Animal Trainer of Oceanbridge

My elephants died. And not whilst keepin' all my bits on. Well, 'cept for the one, but it got its skull turned inside-out. But the others all starved. I suppose, in hindsight, I've nobody to blame but myself. I was the one who trained the elephants to regularly exercise themselves, and that'll have increased their dietary needs. I'll see about avoiding that in future. Maybe I'll stick to carnivores for a while. We're bound to have something somewhere that'd eat goblins. And Jotunar. And the rebel factions thereof. Why does everything we meet try to kill us? Maybe if we give them that weird little scepter, they'll go away. Oh, I almost forgot; the outside world is on fire. I hope there's some sewer brew left, I don't think dwarven wine will be sufficient.

Could you please set the GRAZER value of elephants to something workable, like 100? ETo save you a little effort looking, elephants are in creature_large_tropical. Also, do we have some bears I could train? Bears don't starve.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **JacenHanLovesLegos** on **February 12, 2013, 12:28:03 am**

Just read the whole thing, beginning to end. Requesting a dwarfing as Jacen, title Soap Crusader, a melee dwarf of any kind.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **February 13, 2013, 04:53:57 pm**

We can always use another soap obsessed Jacen, of course.

Updates will come when the *madness that surrounds me at last comes to an end.* (family visiting)

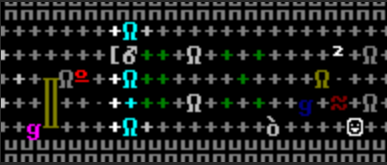
Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **February 14, 2013, 12:49:29 am**

From the Journals of Aban Brothertreaties

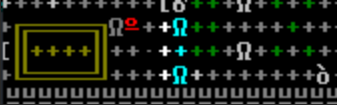
Well, I was almost killed out on the bridge today! Whose fault was it? Gar's, of course. But he had good intentions, and the result of his little experiment is... probably positive? I hope so, at least.

The goblins, excuse me, the "friendly" goblins are going to betray us eventually. Everyone know is. Even if they've already betrayed their own kind, there's no way that they're going to keep being kind to us. That's just not how things work around here. And when they do betray us, a lot of people are going to die.

Gar's trying to prevent that, I think. In his own unique way. He had a bridge built, on top of the bridge, next to where to so-called goblin general spent his time. I don't know what he thought of the building (the goblin, that is). Maybe he thought it was a statue in honor of him, or something. He was huge and blocklike, after all. At any rate, he did nothing to stop Gar, and when the little bridge was done, and raised upright, he rolled over to look at it.



That was when Gar pulled the lever.



Unfortunately, I was next to the damn bridge at that moment, and Gar didn't think to, you know, tell me what he was doing. The goblin general was crushed, but he was so huge that he... sort of sprayed out on either side. I'm still pulling bits of him out of my hair.

But it worked, and the rest of our goblins don't seem to suspect a thing. The last I saw my dear husband, he was drawing up plans for a lot of similar bridges, to be built wherever these goblins gather.

We might not have to worry about them for much longer.

.....

Next: Next.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **February 14, 2013, 02:40:10 am**

- **Wut iz dat?**
- It's a... memorial. Yes, a memorial.
- **Tu hum?**
- You, of course. Aren't you a general of goblins?
- **Zei kol me warchief. Wy dat iz lay on flor?**
- Just a moment... *Pulls lever* Here it is!
- **Me likez! Dat iz big!**
- Oh, sure... and heavy too... *pulls lever again*
- **Me likez:','",.'**

It worked perfectly. Now got to repeat it on every gobbo we have here. I'm happy.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **February 18, 2013, 10:33:40 pm**

((working on an update, but... I hate to cheat. But there's a stuck giant who is making things a mess. Is there any way using dfhack to move said giant, or maybe to just kill it? a giant is stuck in the sky, and the siege will not officially end until it comes down))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **JacenHanLovesLegos** on **February 18, 2013, 10:37:01 pm**

I suppose you could pour lava on it.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **February 18, 2013, 11:39:54 pm**

Quote from: varnish on February 18, 2013, 10:33:40 pm
((working on an update, but... I hate to cheat. But there's a stuck giant who is making things a mess. Is there any way using dfhack to move said giant, or maybe to just kill it? a giant is stuck in the sky, and the siege will not officially end until it comes down))

Is it stuck in falling state? Then magma won't help. I think. Try dropping obsidian block on it.

Also you could use 'slayrace' script

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Remalle** on **February 19, 2013, 04:24:07 am**

Ah yes, the old creature-stuck-in-midair-glitch. Didn't this happen way back in GreatBridge of Oceans, too? While the creature is stuck in mid-air it is essentially trapped in time and utterly invincible, no matter if you freeze it, obsidianize it, atomsmash it, anything. You'll have to find the "flying" flag and turn it off to get the creature back on the ground, then you can kill it normally.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **February 20, 2013, 08:59:07 pm**

((Yeah, that did happen in Greatbridge, towards the end! Fond memories. Got it fixed now, thanks))

A Visitor

The upper levels of the fortress were filled with the sounds of building, and occasionally, with the more organic sounds of goblins being crushed into paste, along with one guinea hen who was somehow mistaken for one. Aban had retreated to her office. It was quieter there, and much less messy. There was almost no chance of slipping and falling in a puddle of goblin guts.



Her office... she had only recently realized that, after all this time, and after everything that had happened at Oceanbridge, she still used the same dirt packed room as her office. It had the same high backed, badly carved granite chair, and the same willow table (though its legs had gone, and been replaced with piles of limestone brick), the same piles of paper on every surface they could fit. It was possible some of them were from before the first fall.

Aban wasn't "in charge" anymore, and didn't really want to be, but in here she could see the internal rhythm and life of the fortress, and that was worthwhile. Dull lists of numbers, requests for supplies, brief notes from the surgeons; nothing. Until you put them all together in the right way, and they became everything. Croaker's ambiguous notes (she could never make much sense of them), the demands from Gar for more and better murder machines, Mr. Anderson's taciturn reports on the state of the army (awful)... put it all together and it somehow made Oceanbridge make sense.

"You're getting pretentious, little dwarf"

Aban didn't jump up from her chair, nor did she fall over backwards. She did swear, in a quiet, stunned way. There was another dwarf in the room, standing in front of her.

It was her.

Well, obviously it wasn't. It looked exactly like her, and sounded like her, but it wasn't her. That would be absurd. It looked like her, but it wasn't. Aban kept telling herself that as she stared at the thing that had appeared in her office.

‘Aban Brothertreaties’
A short, sturdy creature fond of drink and industry.
A restless haunt, generally troubling past acquaintances and relatives.
This spirit has not been properly memorialized or buried.

"Yes, I thought this might get your attention. Little else has so far. And no, I am not you. I am more. I am your god. I am Tholtig" The thing that was not her stopped and waited, looking very pleased. Aban could only wonder if she really looked that smug at times. Probably not.

The 'god' continued. "I sent you here on a mission, and The Bridge is going well, and you are to be commended for that. But then you build fortifications, and walls on the outside of the fortress, and that huge underground room..."

"The safehouse?"

"I do not care what you call it Stop. There is no need for that. I can protect you from-"

At that point, Aban had to laugh. She had been in shock, watching something that looked and sounded exactly like her give orders like the old queen, but hearing the words"I can protect you" brought her back.

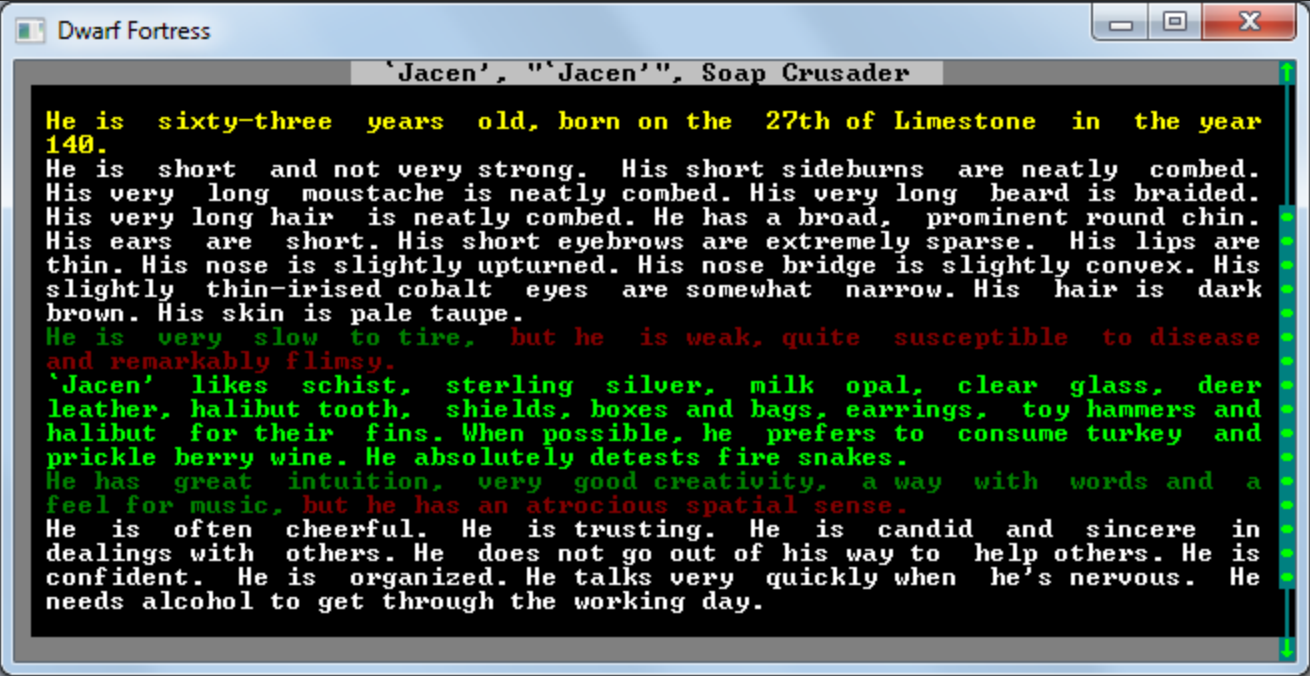
"Excuse me? Um, if your job is to protect us, you're doing a piss-poor job of it. I mean, have you seen what happens here? All the time? And you aren't Tholtig... I don't know what you are, but I'm sure you aren't a god. Get out of my office, and leave me and this whole place alone. We've got enough problems as it is."

Tholtig didn't respond, at first. She didn't seem to know how. Finally, in a slow, powerful voice, she said "You will do as I command. Who do you think protects you from Rakust, the mad god, now? Who do you think brings the fires that cleanse his minions from the field? Who turns his slaves against one another, so that you may continue to build? You owe me everything, dwarf."

Aban thought of an answer, later that night. But the voice that Tholtig used on her then stripped away every thought she had, and left her feeling frightened, and small, and very, very vulnerable. Fortunately, someone chose that moment to knock on her door.

At the sound, Tholtig... dissolved into the wall, (there was no other word for it) and another person, a real person came through the doorway.

"Greetings, bookkeeper! I am Jacen, and, you may well note from my formal livery, that I am a soap maker! Yes, I was born into the most noble of all professions, but that is not what I wish to discuss. I would like you to direct me to your ashery, that I may ply my trade!"



Aban sighed in relief. This, at least, was normal.

.....

Next: Messy Business

((I've got to dig out the post where Tholtig first shows up, I'm sure this is confusing))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **March 03, 2013, 01:07:29 am**

honestly, everything about this fortress has become an unwieldy mess, and I don't know what to do with it.

I'll figure something out, probably.

This was not intended to take up over a year of my life.

Giant snakes, maybe.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Spy227X** on **March 10, 2013, 12:52:41 pm**

Can I have a male hammerdwarf?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **March 19, 2013, 03:03:34 pm**

hey, I have a place to stay again!

barring further disasters in my life, i will finish this. (i know, I've said this before)

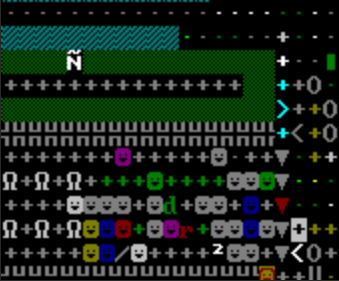
update coming soon.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **March 20, 2013, 08:44:15 pm**

((as i said))

The March Across the Bridge

And when the dwarfs came to bridge with stone blocks in hand, they found it had been stolen from them by the giants, who mocked them by being much, much larger than they were. And the dwarfs were filled with fury, and they put down their blocks and their green glass windows, and they found their weapons. Fifty strong, the dwarfs marched in loose order up the approach to the bridge.



And the historian marched with them, for all may become caught up in events that are larger than any dwarf, and because the historian was drafted by a one "Mr. Anderson", whose name shall be made infamous.

The first giant to meet them was a hammer lord, and one of the most immense of the giants who had come to terrorize the good people of Oceanbridge. The bronze hammer of the beast alone was the length of three dwarfs, and though the dwarfs surrounded the giant, it felled many with broken knees, and shattered ribs, and many other injuries that the historian grew tired of seeing. But no creature may live survive forever, despite overwhelming evidence to the contrary, and at last a bolt found its way through the giant's armor.

The flying <<<-iron bolt->>> strikes The Rime Giantess Hammer Lord in the right lower leg, chipping the bone!
A ligament has been torn and a tendon has been torn!
The <<<-iron bolt->>> has lodged firmly in the wound!
→The Rime Giantess Hammer Lord blocks The flying <-tower-cap bolt->!

And it roared and fell, and the dwarfs slew it where it lay, by chopping it into many small pieces, so that if it rose again, it would only be as a vengeful fingernail or two.

Now the dwarfs marched on, over the bridge. They marched over broken rusted swords, though the more intelligent marched *around* those, and over moss coated blocks that had been set down by long dead hands, a decade or more before. Old bones and new bodies lay in their path, and still they marched on.



The dwarf Neo, as always, led the way, which was just fine in the historians opinion. A war jaguar stood in the way of the march, and was crushed underfoot. And the dwarfs still marched on, for there were more giants ahead. A Greater Ogre stood in Neo's way, and soon found itself unable to stand at all. Because Neo had chopped away its feet.

The Greater Ogre Swordsman rushes by The Swordsdwarf!
The Swordsdwarf stabs The Greater Ogre Swordsman in the left foot from behind with his <≡iron short sword≡>, tearing the muscle!
The Swordsdwarf slashes The Greater Ogre Swordsman in the left hand from behind with his <≡iron short sword≡>, fracturing the bone!
An artery has been opened by the attack, a motor nerve has been severed, a ligament has been torn and a tendon has been torn!
→The Swordsdwarf strikes The Greater Ogre Swordsman in the right foot from

Giant after giant stood in the path of the army as it marched the length of the bridge, and not one could slow them, for they stood alone, and the dwarfs marched together. And at the end of the bridge, the last of the giant's champions lay slain, and the historian saw the shores of the dwarfs homeland in the distance. All the dwarfs saw the same, through the haze that always lay over the ocean, and they stayed in that spot for a long, long while. For it was good to simply see it.

On the way back, a dwarf chopped off the head of a goblin, out of good cheer.

The Goblin Bowman strikes at The Wrestler but the shot is blocked!
→The Wrestler slashes The Goblin Bowman in the head with her <steel short sword> and the severed part sails off in an arc!

.....

Next: More Violence

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **March 21, 2013, 01:36:37 am**

Blood for the Blood God!!! It's time to purify The Bridge from gobbo (and others) scum!

Is Gar still alive?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **March 21, 2013, 02:57:51 pm**

((of course. there's no stopping gar))

From the Journals of Aban Brothertreaties

Well, just when I thought it couldn't get any bloodier and more horrific upstairs, Mr. Anderson finds a way to surprise me.

So dear old Gar has been enthusiastically crushing any goblin that he can get between a bridge and the floor, but as that requires some unwitting cooperation on the part of the goblins, there are plenty he's missed.

So Mr. Anderson made the decisions to just start killing them. He has the army marching through the halls, butchering every goblin they find.

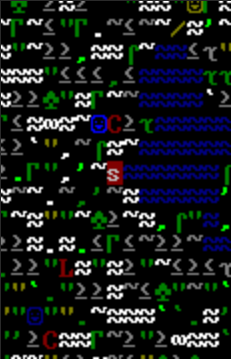


And that's a lot of goblins. It's probably a good thing, a good idea, because we don't want them turning on us, and we know they will. It's not the goblins that have got me worried, nor the fact that another ape man army has arrived today. (Seriously ape-men? Haven't you

been slaughtered/burned to death enough?)



No, it's the fact that there's some creature masquerading as me wandering around the fort. It's the fact that we're still all destined to die and the fort to collapse, if we can't change the future somehow, because we accidentally trapped some mad "god" thing. It's the fact that there are no mountainhomes now and all the survivors are fleeing *here* for some reason



the fact that the dead are rising from their graves, the fact that we're still going to build this bridge no matter what happens, just because we *have* to now... dead goblins don't worry me.

.....

Next: Who is This Tholtig Person, Anyway?

((look at what a splendid warrior Jacen, Soap Crusader is:

```
The Soap Crusader bashes The Eldjotun Swordsman in the head with his
<silver flail>, but the attack is deflected by The Eldjotun Swordsman's
<<<large iron helm>>>!!
The Soap Crusader bashes The Eldjotun Swordsman in the head with his
<silver flail>, but the attack is deflected by The Eldjotun Swordsman's
<<<large iron helm>>>!!
The Soap Crusader bashes The Eldjotun Swordsman in the head with his
<silver flail>, but the attack is deflected by The Eldjotun Swordsman's
<<<large iron helm>>>!!
The Soap Crusader bashes The Eldjotun Swordsman in the head with his
<silver flail>, but the attack is deflected by The Eldjotun Swordsman's
<<<large iron helm>>>!!
```

it goes on for a couple pages.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **March 25, 2013, 08:34:58 pm**

((ok, now this is going to be fun. short update))

From the Journals of Aban Brothertreaties

Oh, I see. Things had started going well, and that can't be allowed. Never, and I mean that.

The goblins turned on us today.

Very quickly. When it happened, I and the Soldier were standing outside, listening to Mr. Anderson go on and on about the siege, saying something like:

"Ape men? I don't care if there's one hundred of them. We kill giants here in Oceanbridge. These ape-men can't even walk two feet without setting themselves on fire." I think he's almost convinced himself that he's in command of the army now.

He was about to call the army out, I think, to deal with the ape-men, when Neo came up, shouting about how a goblin had murdered one of the wounded recruits in her bed by slashing her to bits with a lash, and that the goblins were running through the fortress killing, and would we like to come down and deal with it, please?

```
The Goblin Lasher lashes The militia captain in the head with her <<iron
scourge>>, fracturing the bone, tearing apart the skull and bruising the
brain through the <cave spider silk hood>!!
>Kel Rimadthob, Recruit has been struck down.
```

So I'm putting down my book, and joining the fight.

Mato Oslötstosbûb, Goblin Axeman	Hostile
Bâx Obsârstosbûb, Goblin Axeman	Hostile
Ngokang Snanguslot, Goblin Axeman	Hostile
Stâsost Amrosnang, Goblin Axeman	Hostile
Olngö Ustusnamoz, Goblin Axeman	Hostile
ûsbu Osmösptongmul, Goblin Axeman	Hostile
ûsbu Stâsosttöd, Goblin Axeman	Hostile
Snodub Uksosunug, Goblin Axeman	Hostile
Ngoso Strabozolak, Goblin Axeman	Hostile
Osta Nguslunusnak, Goblin Axeman	Hostile
Osnun Gutnguslu, Goblin Axeman	Hostile
Osta Zuromosp, Goblin Axeman	Hostile
Nako Osnemaspuz, Goblin Axeman	Hostile
Ngokang Odasnang, Goblin Axeman	Hostile
Snodub Amxuômo, Goblin Axeman	Hostile
Ngokang Umuzkutsnob, Goblin Axeman	Hostile
Ngerxung Ungungebzo, Goblin Swordsman	Hostile
Aspuz Stozusnosstros, Goblin Swordmaster	Hostile
Arstruk Snuslûogur, Goblin Mace Lord	Hostile

There's a lot of it to be done.

.....

Next: AGH.

((three pages of hostile goblins on the list, by the way. We've killed a lot, but there were a *lot* of them))

Screw the apes, chop goblins!

But...
I should have smashed more of them with bridges. Or drown them. Or shock with cave-in dust. Plenty of ways!
Is it too late for locking them somewhere and cover the exit with traps?

((in a word, yes.))

From the Journals of Aban Brothertreaties

It's hard for me to piece together what's happening, because it's happening all over, and it's happening right now. I'm just scribbling down what people tell me, those of us who made it to the safehouse in one piece.

It started in the hospital, like I wrote before. One goblin. It killed every single person there, before Balnash got to the scene.



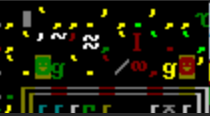
Slashed them to pieces, and so on. He says "It came screechin' at me with some sorta steel whip. Bashed its head in with m'spear, but then the rest of 'em came after us." After that, he had to go go save a group of recruits from goblins, and themselves. They'd forget to get weapons, apparently.



Neo was there, ran up to warn us, etc. After that, he headed to bridge, in order to warn people there, I think. Too late, of course. There's dozens of the creatures out there. He says he saw Naithal get chased by about eight of them, before he was pulled down by an ogre. Never got to train us any of those war yaks everyone seems to want.

'Nathail', Animal Trainer has been struck down.

Neo was set to charge onto the bridge, kill them all, and so on, when Mr. Anderson caught up with him, coming the other way. There were goblins on the roof of the trade depot, of course, and their leader, some sort of "special, bigger goblin" (I don't know what this things are called, a spearmaster or something) knocked Anderson down the stairs, broke his leg, and went after some poor recruit. Neo made it out, obviously. Just Neo.



Gar had built a collapsing wall and ceiling trap where that fight happened, and it heard it come down a few minutes ago. I'm just hoping it came down on that goblin.

Balnash (and unfortunately myself) ended up downstairs, with about fifteen others, facing up to some number of goblins. They'd already killed Jacen, who had shouted something about "cleaning this mess up"

Goblin Axeman.
'Jacen', Soap Crusader has bled to death.

Well, there sure was a mess after he died.



I don't remember much of the fighting, of course, because I'm not exactly a warrior. I'm good at being attacked, had plenty of opportunity to learn that over the years, but not fighting. But with Balnash, the Soldier, and Neo (once he got back down, having given up on our bridge as lost, yet again) leading, we actually stood a chance.

The Swordsdwarf strikes The Goblin Lasher in the left foot with the pommel of his <=iron short sword=>, shattering the bone through the x<<cave spider silk sandal>>x!

Which doesn't mean we didn't take losses there, too.

'Alkhemia', Miner has bled to death.

In the end, we won there. But with an army of goblins storming towards the gate (Neo saw them coming up the shore, about forty more) and army *inside* the gates, and an army of apemen frolicking off in the trees... we got together everyone who was still able, and moved down to the safehouse. Where we are now, listening to the sounds of slaughter upstairs. They can't get to us here. But no one's seen Gar around, or the mayor. The mayor, we can live without. But Gar? Well, for one thing, he's the only one who knows how the safehouse gates work.

And there are some other reasons to find him, I'm sure.
.....

Next: Plans

I am really-really intrigued with what happened with Gar next. That engineering genius can't just die to a goblin grunt... or can he?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Remalle** on **March 27, 2013, 02:27:24 pm**

How is my dwarf doing? Has he died and caused a temporal paradox yet?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Firehawk45** on **March 27, 2013, 03:21:01 pm**

same question, did the crossbow save me?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **March 27, 2013, 08:53:09 pm**

((no, space and time haven't collapsed yet. *yet.*))

Where Was Gar?

When the goblins attacked, Gar did what any sensible dwarf in his position would have done. He went for a drink.

`Gar', Mechanic - Drink

A long, long drink. If he was about to get killed, he was going to make damn sure that he had a good barrel of booze to bring with him to whatever sort of afterlife was working these days. The others knew what to do, anyway. It wasn't his fault if they didn't remember where the traps were.

He had just finished off about a third of the barrel, when Tirist, a recruit of some kind, stumbled into the room. Gar waved at him with his free hand. "Sit down, man. Grab a drink, then help me fire off the levers when you're done. They drive the goblins off yet?"

"The... Gar... there's no time! The goblins are here! They're right behind me, I just escaped with my life! There's no way out of here, is there? We're going to die right here!"

Gar sighed, and put the barrel down, and looked the room over, before he saw what he needed. "You can die if you want. I'm going to do something. You see those tree logs over there?

"The birch ones?"

"I don't fucking know, the wooden ones. Help me block up the entrance, damn it. If the goblins are right behind you, we ain't got much time."

It took some pushing, but Tirist did as he was told, (the goblins hadn't *quite* been right behind him) and before long, they had build a rough wall in the rooms one entryway, blocking it off.

Tirist stared at it, trying to make sense things. "So... now we're trapped. Was that the plan, Gar?"

Gar nodded. "Yeah, son. We're trapped. Trapped in a room that also's got enough food and liquor to last one hundred dwarfs five years. Or as I like to see it, we're safe, warm and fed in here, and the goblins are all trapped, hungry and cold, out there."



"Oh. Oh!"

"Yeah. Sit down, get a drink. We might be here a while."

.....

And a Few Others

Ishar had been working on clearing out the old magma pump stacks for weeks, and had only come back up for a drink. She found a very different fortress waiting for her when she reached the main stairwell. She also found Remalle.

Ishar poked at the other dwarf, who was lying face down on the cavern floor, with her pick. "What are you lying at the bottom of the stairs for, Remalle?"

"Who the... Ishar?" Remalle pushed himself up, with some effort. "The goblins are attacking right now, Ishar. One of them knocked me down the stairs. That's why I'm lying here."

"At least you weren't hurt! I guess you're mostly scars anyway, that probably protected you. I can't imagine what might happen if you died! Are the goblins coming this way right now?"

"Um, no, I don't think they are. Unless we let them in. All the stairs are blocked off now."

"And why would we do that, right?"

"Well, if I remember correctly, we hadn't managed to move any alcohol down here yet. We might have to drink water for a while."

"Oh dear." She shouldered her pick. "I think I might have to go let the goblins in right now, actually."

.....

"And Firehawk?"

Croaker pointed to another bed, with another blood covered dwarf. "That's from a goblin axe, if you want to know. His entire lower body is... fractured.



It's going to take a lot of work and a lot of time to heal, and he's not the worst, so let me get back to work, please."

The Soldier nodded. "Right. Yes." She had a list of the wounded, and the dead, which seemed to consist of half the army. And since they had drafted the whole fort into the army... Things weren't looking good. Who even knew what kinds of horrors were going on on the

surface.

The Stray Blue Peahen <Tame> has bled to death.
Edzul Emalbomrek, Farmer cancels Drink: Interrupted by Goblin Axeman.
Goden Gisëkzuglar, Recruit has been struck down.
Olon Ruliden, Weaponsmith has been struck down.
Stukos ònulciloh, Gander <Tame> has bled to death.
The Stray Baby Llama <Tame> has been struck down.
Olon Adagurvad, Surgeon has bled to death.
Edzul Emalbomrek, Farmer cancels Drink: Interrupted by Goblin Axeman.
The Stray Water Buffalo Bull <Tame> has been struck down.
Rakust Logemàlil, Bowyer has been struck down.
The Stray Water Buffalo Bull <Tame> has been struck down.

"And now that Rakust loving mayor has called for a 'meeting'," she muttered. Whatever that meant.

.....

Next: The Bridge

((this is a disaster, but i think it's survivable! no reclaims, dang it. no more))


Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Firehawk45** on **March 28, 2013, 06:54:45 am**

wounded, forced to drink water.... Is that survival?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **March 28, 2013, 07:15:34 am**

Quote from: varnish on March 27, 2013, 08:53:09 pm

we're safe, warm and fed in here, and the goblins are all trapped, hungry and cold, out there.



Fuck Yeah.
If our shelter has spare stones - or a pick to dig them out - make some mechanisms. It's never too late for a nasty surprise.
If we have spare logs - make ballista then! Carve fortifications at freshly-built wall and wait for unfortunate gobbo pass.
Or minecart shotgun loaded with whatever we have there. I see bloody socks and pants, and a lot of meat pieces.
The spinning yak meat strikes Goblin Spearman in the head! Goblin spearman is knocked unsoncious!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **March 30, 2013, 11:03:22 am**

((gar has... something.))

From the Journals of Aban Brothertreaties

Well, the mayor is still alive! That's... ok. She had all of the survivors gather in the main hall of the saferoom, and gave a little speech to those of us who were still conscious.

"These are hard times, dear people, for all of us. For some of us, who fled from the undead in the west, it must seem like we have escaped from a cave-in, only to fall into a pit of magma. But think on how safe we are now, thanks to hard work, and the blessings of Rakust."

Which did not improve her, you know, image, in my mind. But she moved on to sensible things like brewing more booze, and digging out some nice bedroom, and so on. And then we came to the bridge. And then she surprised me by asking me what I thought we could do. As if there was anything we could do! I just said the first thing I could think of.

"Well, yeah, I mean, we could dig a giant tunnel all the way to the opposite shore, dig up, and start building the bridge from there."

"Excellent idea. We shall do that, then."

And as it turns out, that is what we *shall* do. (then) Lorbam isn't allowing any debate. She did tell me that, until we can fight the goblins again, this will "keep us busy, my dear woman."

It will do that.

.....

Meanwhile, With Gar and Company

"I did like you asked Gar. Here's an inventory of all of our weapons, and anything that can be weaponized."

"Nice, give it." Gar took to the proffered piece of paper, and read it. It did not take long.

"Tirist, this just says 'sand'".

"That's all I can find! It's pretty coarse though, we could throw it in the goblin's eyes."

.....

Meanwhile, on the Surface

➡Horse has gone stark raving mad!

.....

Next: Tunnels are Underground Bridges

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **April 01, 2013, 01:53:45 am**

Sand? that's not too much... Are you sure you haven't missed anything? Like stone, wood, metal or something?

Sand is mostly useless without furnace and fuel.

But.. we can grow cavern trees here! Just wait for them to grow and then cut them down.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **April 01, 2013, 01:44:27 pm**

To clarify: Gar and Tirist (and one unconscious wounded dwarf I keep forgetting to mention) are trapped in the older food stockpile, on the first level of the fort. They didn't make it to the safehouse, which is why they have no access to anything other than food and booze. They have plenty of that, though. All of the alcohol in the fort, 100+ prepared meals, and about four barrels filled with elephant meat, for some reason.

They can't dig out, and the others can't dig *to* them yet, because the aquifer is in the way. But I have no doubt I'll find a way to get to them soon. And if I don't, they'll still be fine.

The safehouse, meanwhile, is working wonderfully. Apart from the lack of booze, which I feel silly about.

update soon

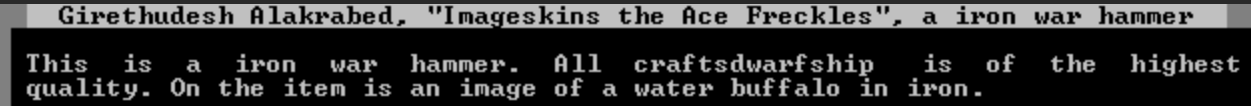
Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **April 01, 2013, 07:48:07 pm**

From the Journals of Aban Brothertreaties

Well, we're still under siege, technically, and Gar's still missing, and we can hear the sound of constant fighting coming from the surface but...

Never mind, there isn't a but. Nothing comforting has happened.

All right, there is one thing. A weaponsmith, (some refugee that I've never met, of course) was found in the forge, lying half starved next to this:



An artifact weapon! If only we had soldiers who could use it, it might be, you know, useful. But Lorbam has it in her "care" now. She's obsessed with these artifacts. And with digging that tunnel. Poor Remalle is stuck with that, and that means there's no one to carve memorials for the dead. That's probably going to cause trouble.

.....

Around Oceanbridge, Part One

The miners set themselves to the task of digging the tunnel with all the enthusiasm each of them could muster. For Ishar, that was quite a lot, and she spent a lot of time hoping they would break into a new system of caverns, or find a vein of adamantine, or get attacked by a forgotten beast that they could kill heroically.

For the others, it was a bit less thrilling. "You don't look happy, Remalle! At least we're a long way from any goblins down here. The only thing we have to worry about is accidentally digging into the ocean and drowning. What's bothering you?"

Remalle didn't answer, but pointed his thumb at a misty shape that stood behind him.

→iton Thumnish, Ghostly Soap Maker is following 'Remalle', Engraver!

"Ah, that. You've got a pet ghost again." She waved at the moaning spirit. "Did you know this one?"

"Nope. I never do. Just ignore it, and keep digging."

.....

Next: The Triumph of the Ogre Carpenter

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyrannus** on **April 02, 2013, 05:28:31 pm**

If anyone happens to be sane, alive, not a ghost, not an ogre, not a goblin, not a giant, not an apeman, unlikely to spontaneously combust, not be right next to somewhere about to kill them, not going to be possessed by some other ghost or a yak, I would like to be dorfed. Specifically as 'Oh Belgium that elephant looks hungry', which the dwarf chose after the final words of one of the dwarf's ancestors in Koganusân.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **April 02, 2013, 09:13:12 pm**

((well, I might be able to find someone like that! Next update.))

Around Oceanbridge, Part Two

"Hey, what's your name, you hear that?" Gar put his hand to his ear with a theatrical flourish.

"Tirist, Gar. I'm Tirist. And yes, it's silent, right? No fighting anymore." The two had been trapped in the room for a month now, and in all that time, the sounds of battle had never stopped. They had got used to it, or Tirist had. Gar never had seemed to mind. "This is eerie, Gar."

"Exactly. Gotta check it out." Gar walked over to one of the sand walls, gave it a once over look, and then punched a small hole straight through.

"Gar! What the-"

"Calm down, damn it. I just want to take a look out there and... good gods!"

"What?"

Gar stepped aside, and pointed to the wall. "Take a look yourself."

Tirist did, with some hesitation. The hole was just big enough for him to see a bit of the old main hall, where he'd arrived less than a year ago. It looked different now. There were the dead water buffaloes, of course, and the a few goblin corpses scattered around. But the

dozens of broken and battered ape-men bodies, the rotting severed limbs, and the massive, scarred ogre sitting on top of the main gate's lever? Those were new.



"Rakust save us! What happened out there? And what the hell is that thing!"



"Looks like we ain't the only one's who get a kick out of killing those ape things. What's our ogre friend up to?"

"He's... building a chair now." Tirist tried to look away, and found that he couldn't. It was a grisly sight. It was also very, very odd.

"Bastard! That's our lumber!"

"Actually, I think... he's using the bones of the ape men, at least for the frame."

"Those are ours too, damn it!"

.....

Part Three:

Somehow, Mr. Anderson was still alive.



He was hoping that would change soon.

.....

Next: Stuff

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Mjattie** on **April 03, 2013, 08:41:18 pm**

The Scratched Tablet of Mr. Anderson

Some giant bloody goblin commander knocked me down the stairs, and broke my leg! That was a month ago, and it still hasn't healed. I don't know where I am, I don't know where everyone else is, but more importantly, I don't know where the goblins are.

Oh, did I mention I've been eating goblin meat and rats? What's taking so long for the others to clear out the fortress, we were slaughtering the goblins for a while there...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **CognitiveDissonance** on **April 04, 2013, 09:53:13 am**

Quote from: Mjattie on April 03, 2013, 08:41:18 pm

The Scratched Tablet of Mr. Anderson

Some giant bloody goblin commander knocked me down the stairs, and broke my leg! That was a month ago, and it still hasn't healed. I don't know where I am, I don't know where everyone else is, but more importantly, I don't know where the goblins are.

Oh, did I mention I've been eating goblin meat and rats? What's taking so long for the others to clear out the fortress, we were slaughtering the goblins for a while there...

Lurker power, DISENGAGE!

I ah... I think that Mr. Anderson is being beaten upon by three goblins at once... sounds like it has been going for a while.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Mjattie** on **April 04, 2013, 07:08:49 pm**

Quote from: CognitiveDissonance on April 04, 2013, 09:53:13 am

Quote from: Mjattie on April 03, 2013, 08:41:18 pm

The Scratched Tablet of Mr. Anderson

Some giant bloody goblin commander knocked me down the stairs, and broke my leg! That was a month ago, and it still hasn't healed. I don't know where I am, I don't know where everyone else is, but more importantly, I don't know where the goblins are.

Oh, did I mention I've been eating goblin meat and rats? What's taking so long for the others to clear out the fortress, we were slaughtering the goblins for a while there...

Lurker power, DISENGAGE!

I ah... I think that Mr. Anderson is being beaten upon by three goblins at once... sounds like it has been going for a while.

Hah, I have adamantium under my skin!

Anyways, our internet was messed up for a bit and I forgot about this place when we got it back up.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **April 04, 2013, 09:47:59 pm**

Mr. Anderson is definitely being beat up by a bunch of goblins, but I like the image of him patiently writing that out on his tablet as they repeatedly break his limbs.

Update soonish.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **April 07, 2013, 11:25:30 pm**

From the Journals of Aban Brothertreaties

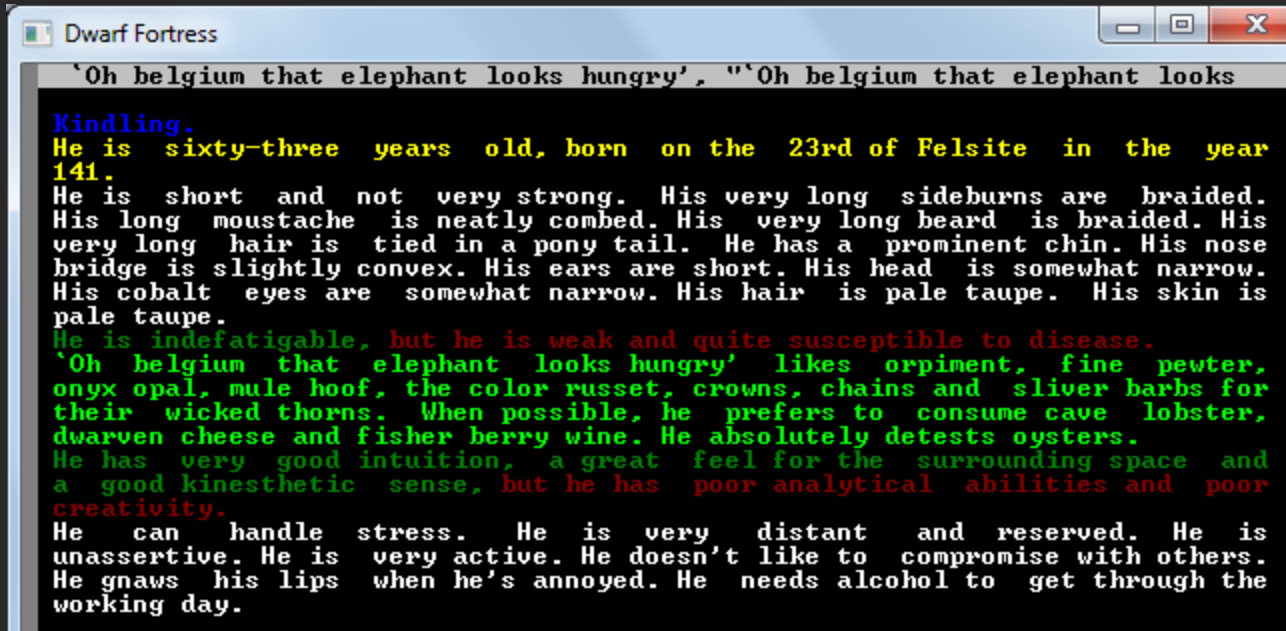
Well, we have a new mayor. Lorbam is out, Id is in, for whatever that might mean.

mayor Id Ducimesis, mayor **[REQUIRE][DEMAND][MANDATE]**

This was actually the rare time when holding an election actually makes sense, because as long as the goblins hold the surface, we've got nothing to do down here. I honestly miss Gar. He'd be coming up with all sorts of horrifying murder devices right now, in order to get us out of this mess.

Lorbam took the news in stride, fortunately enough. She's spent the last week or so talking to the man who made that artifact warhammer (yeah, the artifact thing, still.) , and she seemed almost relieved when she was told she had lost the election. I can sympathize. Empathize? Something like that. It's not a job for anyone. Well, except for this "Id" person. I have no idea who he is. We'll all find out soon enough.

The only other news down here is that one of the newer refugees is named, and I quote "Oh Belgium that elephant looks hungry".



I will never make fun of any other name. Also, I'm not sure what "belgium" means, but I'm sure it's deeply, deeply offensive.

Next: Fraught with Consequence

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **April 08, 2013, 03:41:26 am**

Well... Gar and Tirist have no choice but unleash the power of Dwarven Drunken Song!

I mean, they have to get extra-dwarvenly drunk, play 'music' with whatever they have (empty barrels and such) and shout 'songs' aloud. No invader can stand that for long.
Party hard!!!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Omeganaut** on **April 09, 2013, 11:56:16 am**

I'm excited to hear how this saga will end. Will they make it to the far shore? Will there be an aquifer? How many ghosts does it take to build a bridge? All important questions.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Dawnofdarkness** on **April 10, 2013, 07:59:28 pm**

I was possibly wondering if i can get a dwarf, name Dawnofdarkness if possible a swordsdwarf but id be fine with anything else really.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **May 04, 2013, 01:01:55 pm**

who is still alive? it's me. I am.

I think. I'm still making it my goal to finish this by the end of this year, or before.

Back to work!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyrannus** on **May 04, 2013, 03:14:41 pm**

Quote from: varnish on May 04, 2013, 01:01:55 pm

who is still alive? it's me. I am.

I think. I'm still making it my goal to finish this by the end of this year, or before.

Back to work!

AND THUS WE REJOICED.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **May 05, 2013, 06:44:32 pm**

((as usual, got to start with a small one))

From the Journals of Aban Brothertreaties

We have a new mayor, and that means we get to get to know all about our new mayor!

And that's always frightening.

This man, Id has had me spend the day digging through trash piles. Why? Because our dear new mayor has requested (read: demanded) that we make an aluminum item. What sort of item, he refuses to say. We don't *have* any bars of aluminum. So I'm digging around in the detritus of the past ten years, looking for other aluminum items to melt down and recast into a new aluminum item.

Mandates: **Make aluminum items <1/1>**

I don't like the new mayor.

Meanwhile, Remalle and Ishar have gone missing. I'm sure that they're still alive, or at least that Remalle is still alive. I'm sure they're fine. I mean, they were last spotted digging a tunnel under the ocean. How dangerous can that be?

I... think I may need to go look for them.

.....

Next: People

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **1000000000** on **May 07, 2013, 09:41:32 pm**

Yay for update and being alive!

I was wondering if I could be dwarfed, a furnace op if possible by the name of Billon?

Great Story :D

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **May 08, 2013, 09:04:11 pm**

Yes, there are always free dwarfs. Well, for now.

Update soon, etc.

or now!

Stories from Oceanbridge: The Never-ending Siege

Tirist was beginning to worry about Gar. During the first month or so of their imprisonment, the man had been constantly coming up with new ways to escape, usually ways that involved killing as many goblins as possible in the process. (the last suggestion had involved blowing up the fortress by setting all of the alcohol on fire, which had also worried Tirist a lot). But now, Gar had gone very, very quiet.

Then there was the ghost. He decided that he had to mention the ghost, at least. He cleared his throat, and said, "Hey... Gar? I don't want to worry you, but there's... sort of a ghost, hovering over you?"



Gar shrugged, and looked up. His expression of mild disinterest changed when he saw the ghost itself, to one of shock. "Holy hell... Kill it! Bash it to pieces with a barrel... no, damn it all, set the barrels on fire! Blast that thing to shit!"

Tirist did the only thing he could think to do. He picked up a handful of their only weapon, (sand) and threw it. Not at the ghost, but at Gar. It was a desperate, possibly suicidal move, but he was in no mood to get burned alive in booze. Drowned, maybe. But not burned.

It worked, sort of. By the time Gar had stopped cursing and had got the sand out of his eyes, the ghost was gone.

Tirist waited a little bit longer, hoping the pause would help bring Gar's anger down. "Sorry about that... but your were kind of talking like a mad man. What was that?"

"Something that shouldn't have been there, man. Something that shouldn't be a ghost. Now help me with these barrels, I think I finally figured out a way out of here." Gar rolled his eyes when he saw Tirist cautiously picking up another handful of sand. "I'm not going to blow us up, damn it, though I might kill you if you do that again. Just help me. We're getting out, now."

.....

Meanwhile, Mr. Anderson had finally been slain by the goblins.

'Mr. Anderson''s corpse
<cave spider silk sock>
<alpaca wool right mitten>

But he had survived worse things.

.....

From the Journals of Aban Brothertreaties:

Well, to melt down aluminum, we need a furnace operator! The problem: all of our furnace operators are long dead, and they haven't come back, at least not in any ways that I recognize. Well, this weaponsmith is going to have to do the job:



Billon is his name. Another refugee. (Are there any of us left who aren't?) Anyway, I hope that he doesn't get the blame when he inevitably fails to produce our new mayor's all important "item". He seems nice enough.

There are actually more important things going on now, though the mayor doesn't realize it. Neo, the Soldier, Firehawk, and some others (and yes, myself, though I'm not enthusiastic about swords) are going to try to break back up into the first floor. Onto? One of those things.

.....

Next: Taking Back the First Floor

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyrannus** on **May 18, 2013, 09:57:40 am**

The Eotyrannus hits the ✨thread✨ in the inactivity with a -post in the thread- and the severed part sails off in an arc!
The lack of writer gestures!
The inactivity shudders and begins to move!

I have a severe lack of Oceanbridge, due to a sudden urge to write a character journal in it.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **1000000000** on **May 21, 2013, 09:36:59 pm**

((I concur!))

From the journal of Billon, weaponsmith:

I was wandering aimlessly when a dwarf approached me carrying a sword. She introduced herself as Aban Brothertreaties, bookkeeper of this fort. Is that maybe the name of one of the fort's original founders? I didn't ponder the name very long because she was clearly in a rush. She told me that I was supposed to make something aluminum for our mayor. Then she handed me a tiny pebble which she said was the only aluminum she had managed to find and rushed off. I guess I better get looking, I wonder why she was in such a rush with that sword? Bookkeeper thing, probably.

Hmm... I don't think she said what kind of item the mayor wanted. Maybe I should follow her and ask? I wonder when we are going to get some booze, some wine would be nice.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **May 23, 2013, 03:47:48 pm**

Excerpt from the Memoirs of Nathail, Animal Trainer and Ghost of Oceanbridge

So, I died. My elephants died, and then I died. I wonder who I have to talk to to fix that. That one ghost that looks sorta like Aban might be able to help, but I keep hearing it muttering about "Ungrateful dwarves" and "That stubborn little brat". Still saner than most around here. If I do get reincarnated, I'm going to train myself an honorguard. Preferably one made out of bears. Lots of bears. And maybe a couple of lions. Yeah, make that a lot of lions. I like lions. Lion kill things. Lions don't starve. Dammit, I don't even *have* a mouth and I need a drink!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **May 26, 2013, 10:07:32 pm**

As always, I like the journals. They really help. Progress has been slow due to:

A: Glacially slow frame rate in the fort, and
B: I lost my job. You'd think having lots of spare time would allow me to update *more*, but I get depressed when I don't have a job. Oh well. I've got one now, so all is well, and I'm working on the update.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyrannus** on **May 27, 2013, 01:54:14 am**

The Eotyrannus hits the inactivity in the head with a -post in the thread-, tearing the muscle, shattering the bone and tearing apart the brain!
The inactivity has been struck down!

AND THERE WAS MUCH REJOICING.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **June 13, 2013, 03:21:55 pm**

So, the bad news is that the laptop that Oceanbridge lived on isn't working, and might not ever work again. I very foolishly haven't backed up the fort in a long, long time. So, I'm not sure what I can do, if anything.

That's all the news, really. Frustrating for me, and I'm sorry to anyone who was still watching for updates. I'll try to figure something out.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Di** on **June 13, 2013, 06:59:32 pm**

Well as long as it's not HDD that gone FUBAR there is hope.
But no matter of outcome this was good. Thank you for a nice game.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **June 14, 2013, 01:10:47 am**

That's bad, but this story longed far mor than stories usually do.
Still, we're all in hopes of getting save recovered.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Hugo_The_Dwarf** on **June 16, 2013, 08:30:23 pm**

Well if like DI said if the HDD is fine (and it was just the power/cpu/MoBO that died) Oceanbridge will be ok, just needs a new host to inhabit.

EDIT:
Also if this lives on I'd like a dwarf "Hugo" male axedwarf, train his skill with the axe by killing harmless cave fauna until he is skilled enough (and doesn't tire out fast) to take on 5 goblins

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **June 16, 2013, 10:55:58 pm**

I'm working on it, but no luck so far. It doesn't help that I've got no skills with computers, really. How do you access a laptop's hard drive if the laptop doesn't turn on? I'm sure there's a way, but I'm struggling. I've got a huge amount of music and writing on that computer too. Bah.

In the meantime, I can't even find the backup I thought I made. I've got plenty of backups of old 40d forts, but not this one! So, you know, there's that.

Out of boredom, and curiosity, I'll pose a question. There are (I think) only three characters in Oceanbridge who have never died. Can you guess who they are? I might not be able to, my memory is hazy.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **June 16, 2013, 11:25:24 pm**

Quote from: varnish on June 16, 2013, 10:55:58 pm
How do you access a laptop's hard drive if the laptop doesn't turn on? I'm sure there's a way, but I'm struggling. I've got a huge amount of music and writing on that computer too. Bah.

Well, open your laptop's cover, unmount disc and mount it into another computer. First part is easy even for dabbling computer user, you just need a screwdriver and - optionally - service manual for your laptop. Last part is harder and better be carried out by skilled person, but any computer engineer can do that.

Quote
There are (I think) only three characters in Oceanbridge who have never died. Can you guess who they are?

Gar, since he never fought in melee? :D

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **June 17, 2013, 12:24:58 am**

Hm. The first part I can definitely do. Not going to take any risks with it, though.

And Gar is one, yes. He's *the* survivor.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Remalle** on **June 17, 2013, 12:28:16 am**

Myself!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **June 17, 2013, 01:06:31 am**

That's two!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **1000000000** on **June 17, 2013, 09:27:00 am**

Would Aban be the third?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **MarcAFK** on **June 17, 2013, 11:31:30 pm**

I just started reading through this, and I'm not too far through the Archive so i haven't actually seen what the bridge looks like finished (if ever it was actually finished), but the fort has an interesting history so far and I've noticed an active reclaim/recovery operation is ongoing, so I'll post to watch.
Good luck Gar!
Gar? A distant relative to the orignal I'll assume, Gar the VIIIth maybe?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **June 17, 2013, 11:38:36 pm**

Quote from: MarcAFK on June 17, 2013, 11:31:30 pm
Good luck Gar!

Trapped in the dirt hole with nothing to do except drinking, in a fortress swarmed by goblins, in the universe that is also trapped on Varnish' broken laptop... Yes, I do need some good luck.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **June 18, 2013, 12:13:45 am**

Thanks for reading, MarcAFK!

The current Gar is actually the original Gar, story-wise. After the first fall, he fled to the jungles and kicked around there for a few years, until he got bored and came back to Oceanbridge. (He also abandoned his and Aban's first litter of children out there, dumping them on some humans) That's where the current group found him. There was also a dwarf named Peregar who lived during the second reclaim. He had a very similar name and personality to our Gar, but *was not the same person at all*. It's a bit confusing, and since the laptop had all of my notes, and text files for the story, it'll probably stay that way.

Aban is... not the third. Not quite. (That's also confusing) If I'm right, it's a dwarf who was very important early on and in the middle, who has since vanished, because I just plain forgot about them.

Also, I ordered one of those hard drive enclosures, as it seemed like using one of them might be within my abilities. It's supposed to arrive on wednesday. Then? We'll see.

I'm feeling wordy today, I guess.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **June 19, 2013, 05:04:51 pm**

So, good news! I've got the hard drive out of the laptop and plugged in, and everything is there. I've got Oceanbridge copied onto the computer I'm using now, and another backup drive besides. Things have worked out just about as well as I could have hoped, and thank you to everyone who offered advice.

Now, the computer I'm using is a cranky old desktop from 2005, so the fort might run a bit... slow. But I've got it.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **June 20, 2013, 02:24:07 am**

Oceanbridge is revived! hooray!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Hugo_The_Dwarf** on **June 20, 2013, 03:14:17 am**

Quote from: peregarrett on June 20, 2013, 02:24:07 am

Oceanbridge is revived! hooray!

^

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyrannus** on **June 20, 2013, 09:42:03 am**

Quote from: Hugo_The_Dwarf on June 20, 2013, 03:14:17 am

Quote from: peregarrett on June 20, 2013, 02:24:07 am

Oceanbridge is revived! hooray!

^

I APPROVE OF THESE EVENTS.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Remalle** on **June 20, 2013, 01:45:04 pm**

Woo! 24/7 parties!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **June 21, 2013, 01:47:09 am**

((So, on this computer, dwarf fortress takes about five minutes to start up. Loading the game takes another five, and saving it takes about ten. It runs ok between those times, though!))

Taking Back the Fort:

Nothing moved in the sandy halls of Oceanbridge, save for a few flies, buzzing lazily from corpse to corpse (to corpse to corpse... well, there were a lot of corpses). There were no goblins, no trolls, no giants, no six armed, highly flammable ape men. It was, for the small group of dwarfs who had just dug their way up through the floor, very unsettling.

"This is very unsettling," Aban said, as she cautiously looked around a corner. "We should be getting slaughtered by... well, about three different armies right now. Where the hell did they all go?"

No one answered. The Soldier poked one of the the bodies (a goblin, or at least, half of a goblin's head) with her spear. It stubbornly refused to leap up and attack her. Neo, Balnash and Firehawk worked their way slowly through the old main hall, where most of the bodies were. They too were not torn to shreds by hordes of monsters who didn't jump from secret hiding places in the walls.



Balnash was the first to notice the sounds. "Do you hear that? Sounds like someone's knockin' on that wall. And... yeah, listen, they're shouting! Someone's still trapped up here!"

"That's... unbelievable." Aban said. "Where did you hear-" Then she heard the voices herself. "Oh! That's the food storeroom! No wonder they survived. Can you hear what they're saying? And Ishar, please, knock a hole in that wall now!"

Balnash put his ear to the sand wall, and listened. A moment later, he stood back, and said, "I can't quite make it out, but I think about nine out of ten of what they're sayin' is cursing."

Aban's eyes went wide. "Gods. Gar's still alive."

.....

From the Journals of Aban Brothertreaties

We've suffered through some terrifying battles here in Oceanbridge, but somehow facing no battle at all when we were expecting a brutal one is pretty frightening too. Where did all those goblins go?

Well, Gar's still alive! We drug him and some other dwarf out of the old food store room, both of them looking pretty damn fat and healthy.



That's remarkable enough, and he told us all about his whole adventure, which was also remarkable, and about the ogre who apparently killed most of the people in the main hall. That's not remarkable, just worrying. That thing is still alive, somewhere.

But we've got the first floor back, and I've got my husband back (for whatever that's worth). Maybe we're on our way back up. We just need to retake the bridge now. How hard can that be?

(HA!)

.....

Next: Digging Deep

((next will be new dwarfs, dwarfs who haven't been mentioned in a while. I'll probably need to edit this post later too. Tired writing.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Hugo_The_Dwarf** on **June 21, 2013, 02:44:45 am**

Quote from: Hugo_The_Dwarf on June 16, 2013, 08:30:23 pm
Also if this lives on I'd like a dwarf "Hugo" male axedwarf, train his skill with the axe by killing harmless cave fauna until he is skilled enough (and doesn't tire out fast) to take on 5 goblins

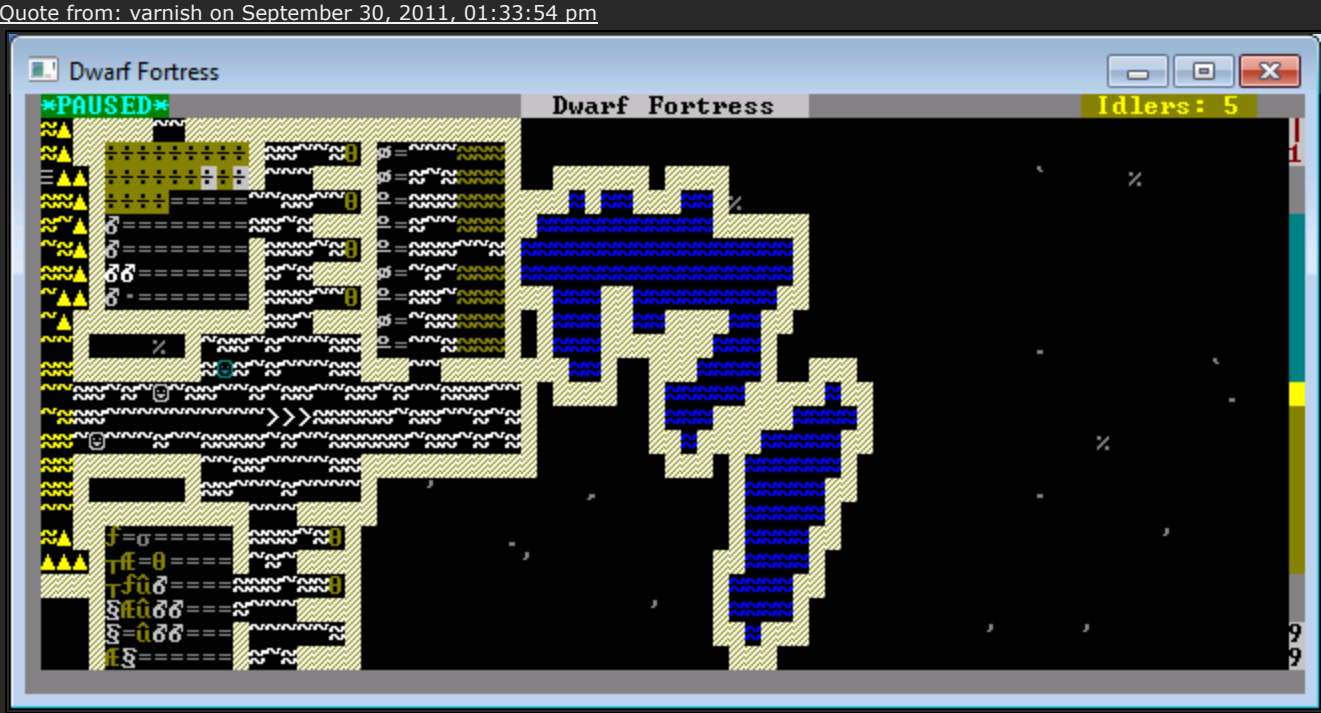
Just to make sure i'm included at somepoint :P

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **June 21, 2013, 03:17:50 am**

Quote from: varnish on June 21, 2013, 01:47:09 am
"Gods. Gar's still alive."

Well, Gar's still alive! We drug him and some other dwarf out of the old food store room, both of them looking pretty damn fat and healthy.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **JacenHanLovesLegos** on **June 21, 2013, 11:33:07 pm**



Quote from: varnish on June 21, 2013, 01:47:09 am



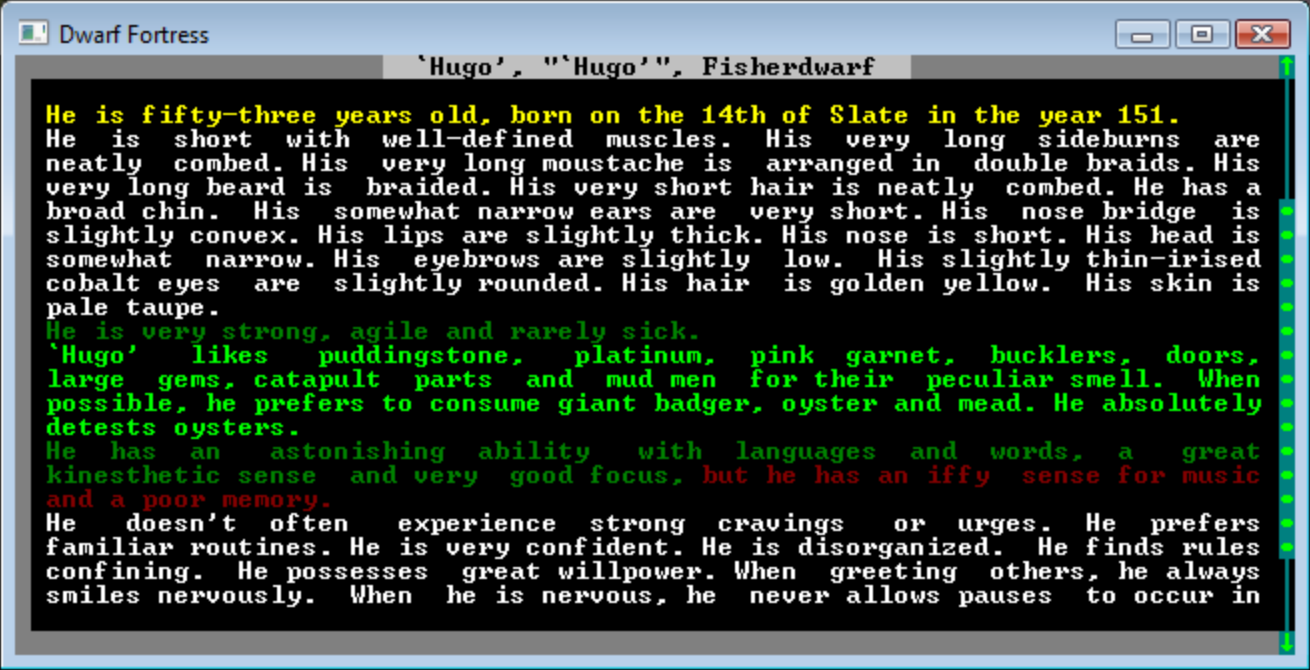
I see that the main hall has quite a bit more blood on it than before.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **June 22, 2013, 06:36:16 pm**

((things have got a bit messy, haven't they? and gar, I don't know where that picture is from, but it's quite a good one for the situation))

A New Recruit:

No dwarf understood the importance of getting a proper burial more than Neo. He'd never had one, for example. Once they had made sure that there were no goblins left on the first floor, he had started hauling bodies, and the remnants of bodies, into the newest burial chamber. That was where Hugo found him.



"Hello! Neo, correct? Is this the place for new recruits?"

Neo looked around. There was still an armor stand in the corner, tucked away behind three coffins. He nodded. "It's the barracks, yes. Don't let all the coffins fool you. What do you need?"

"I'm here to join up, sir! I got some skills with an axe, and I want to put them to good use. Now, I'm kind of rusty, so I thought I could train up on some of the harmless cavern critters, but I wanted to tell you I was joining first... Is that wrong?"

Neo managed, just barely, to keep from laughing in the enthusiastic newcomer's face. "Yes, yes. You can join, of course. But... how long have you been here?"

"Got here just before the siege started."

"All right, come with me. I'm going to tell you a little bit about Oceanbridge, and the "harmless creatures" that live in the caverns. The first thing to learn... is that there aren't any."

"You mean nothing lives down there at all?"

"No, I mean nothing harmless."

.....

Meanwhile

Remalle didn't know where he was. He wasn't sure where he'd been either, and he was completely sure that he didn't know where he was going.

"Dig a tunnel to the other shore". That's what they'd been told. It had only just occurred to him that they had no way of knowing where the other shore was, down here. It was a small problem.

He kept digging.

.....

Next: Let's Look at the Bridge

((it's almost impossible to take screenshots while the fort is running. Bah.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Remalle** on **June 22, 2013, 06:38:38 pm**

Woo! New updates! You've made me a very happy boy.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **June 23, 2013, 01:19:16 am**

((yes yes updates))

From the Journals of Aban Brothertreaties

Well, I met with the mayor today. That smith Billon managed to melt down enough aluminum junk for us to make it into a *new* piece of aluminum junk, so I knew he didn't want to know about that. No, he wanted to know when we were planning on retaking the bridge. As in, he thought we should give it a try right now.

This is why I don't talk to mayors. (Well, why I don't want to talk to mayors. They'll talk to who they want, and it's hard to stop them)

Fortunately, both the Soldier and Neo were able to convince him that we still needed time to recover and rebuild the militia. But his question... it did wonder what shape the bridge was in. I asked Gar if he had seen anything, and of course he hadn't (the man keeps giving me odd looks, though). After some asking around, Di-III volunteered to dig a quick tunnel to the surface and take a look around.

And she found where the goblins went.



She filled the tunnel back in very quickly, so that's good. But it might be some time still before we can call this siege "over". Why can't those goblins spontaneously combust? They could learn something from the ape-men.

.....

Next: More Things

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **June 23, 2013, 04:10:47 am**

I see goblin where magma should be. Too bad our magma pump stack is destroyed...

Quote
nd gar, I don't know where that picture is from, but it's quite a good one for the situation

That's Freddie Mercury meme pic with some make-up of mine. Had to look for Gar's appearance in the thread.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Hugo_The_Dwarf** on **June 24, 2013, 10:51:37 pm**

((Wanted to make a portrait of Hugo but don't have the motivation right now to make a decent picture))

The Musings of Hugo
Being here at the "Bridge" is quite an honor and exciting, this place wishes to create the largest bridge known to dwarf-kind and not only that but here death waits around every corner and only the strong survive. I sought out the one called Neo to inquire about lending my axe to the noble cause of defending this monument, found out about this chap's name from asking a few others about where to sign up for the militia and he was the go to guy. When I found him and made clear my request he simply said ok, all but for the last part which was the cave critters being harmless, apparently they are blood thirsty here which seems odd as where I come from the cave critters was mainly mole dogs and crundles of course there was the odd croc and olm here and there and rarely a giant spider. But training is training, and what better way to knock the rust off then by fighting things that want you dead as much and you to them.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **June 24, 2013, 11:57:09 pm**

Nice, Hugo!

So, fun news. My laptop is done for. Now, my cranky old desktop has shut down, and will not start up. Now, I hold out hope that it will start again, but until them, I have no computer. It feels odd. I am borrowing my sisters fancy tablet phone thing to write this. It is fancy, but probably not fancy enough for dwarf fortress.

I also have a 1987 vendex somewhere. Probably won't be all that good for dwarf fortress either.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Remalle** on **June 25, 2013, 12:44:03 am**

It appears Oceanbridge is cursed in *and* out of game.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **June 25, 2013, 01:26:12 am**

DWARF FORTRESS - when simulation extends outside it's sandbox.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **June 25, 2013, 11:35:21 am**

I hope not! Next thing you know I'm going to be attacked by six armed ape men whenever I try to go to work.

My sister and I are working on getting *her* old computer working. It's from 2003.

I'm going backwards in time.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Di** on **June 25, 2013, 04:44:03 pm**

Quote from: varnish on June 23, 2013, 01:19:16 am

Well, that's not much, I count 2 goblin swordsmen, 2 archers, one behind the glass and a troll, or is it a table?

And good luck with that computer.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **June 26, 2013, 04:34:37 pm**

Unfortunately, that's just a small section. And there are goblins on every similar section.

Got things working again, kind of. Update soon.

Ok now I have a computer. And it *works*. And it loaded up oceanbridge in less than a minute. And it overheats if you so much as say a word near it, but that's ok because I have a *fan*.

So update soon, for certain.

((and now))

More About Goblins:

Ishar, Di-III and Riczo had decided that they were now the official scouts of Oceanbridge. Of course, scouting these days meant digging a hole to the surface, popping up and looking around like some sort of rodent, and immediately jumping back down and filling the hole in behind you when a maddened war giraffe came charging your way.

Still, they'd managed to get a semi-accurate count of the goblins.

Riczo delivered the report to the Soldier. "Sixty goblins, and nine of those ogre things, Commander. Plus another thirty or so goblins in cages, and one very friendly elf. Not sure what's going on with him, but it's creepy."

**Rovod Alissazir, Ghostly Dwarven ChildUndead
Stosbûb Rolxuspgas Aboslox Kus, Ogre Carpenter
Ferric Elf Crossbowman Friendly**

"Thank you for the report, Riczo. I don't like it, but thank you." So sixty goblins, at least, the Soldier though. And against that, they had... sixty-seven dwarfs, many of them injured. No, make that *just* sixty. The mayor hadn't liked the idea of recruiting the children of the fortress.

She was trying to think of a way to arm the ghosts of the fortress when Riczo came running back, waving his hands wildly. "Sorry commander, got to make it sixty-one!"

There was a goblin, wielding a very large axe, only a few strides behind him.

Ingish Idendäsël, Mason cancels Place Item in Tomb: Interrupted by Goblin Axeman.

Fortunately for both of them, and less fortunately for the goblin, Neo was in one of the side rooms, looking for spare coffins. He heard the noise, stepped out into the hall, and the charging goblin ran head on into his sword.

**The Swordsdwarf stabs The Goblin Axeman in the head from the side with his ≡iron short sword≡, tearing apart the muscle, shattering the skull and tearing apart the brain through the x<<cave spider silk hood>>x!
An artery has been opened by the attack!
A tendon in the skull has been torn!**

"And back down to sixty! Thanks Neo, now I don't got to change the list!"

Neo shrugged, and went back to his search.

.....

Next: Traps are Good

From The Journals of Aban Brothertreaties:

We've taken back the surface!

Well, we've got a small bit of the surface back, at least. The old trade depot is ours again, basically thanks to Neo, who is, I think, the best soldier we have now, bar none. Unfortunately, we've lost yet another mayor.

Ok, I know I need more detail. After the Soldier and everyone got the first floor back, and we found Gar, Gar himself started demanding that we take the bridge back, immediately. When someone suggested he come up with a plan... well, he had half a dozen of them ready. It's Gar, they should have expected that. The one about releasing a bunch of ape-men on the goblins and hoping they fought/exploded on them was dismissed pretty quickly, (though who knows! It might have worked)



,and instead we settled on drawing the goblins near the depot into a new line of traps. That... didn't work. I mean, we still won, but not that way.

Neo led the a squad up, accompanied by the mayor (who may just have wanted to see the surface again, I don't know). It turned out there were only two spear-goblins left nearby, and they saw Neo before he saw them.



The squad was ambushed, he told me, and while he killed one of the creatures right away, the other went for the mayor.

The mayor hacks The Goblin Pikeman in the left upper leg with his <hismuth bronze battle axe>, but the attack is deflected by The Goblin Pikeman's <<giant toad leather cloak>>!

Who charged madly at the thing, didn't manage to hurt it at all, and was speared through the skull for his troubles.

~~Id Ducimesis, mayor's mandate has ended.~~
~~Id Ducimesis, Marksdwarf has been struck down.~~

Neo chopped it to pieces after, but there's not much even the best surgeons can do for a pierced brain. And we don't have the best.

The good news from that is that we are officially no longer under siege! (The fifty-eight goblins remaining being a minor inconvenience apparently). And the other (Good? Bad?) news is that we have a new mayor.

mayor, 'Oh belgium that elephant look[REQUIRE][DEMAND][MANDATE]

And he seems to be someone who is completely insane. I don't know, I never know.

.....

Next: Rebuilding

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyrannus** on **July 06, 2013, 05:27:33 pm**

Oh man this is great I love you dwarf fortress. and you varnish.

FROM THE DIARY OF MAYOR OH BELGIUM THAT ELEPHANT LOOKS HUNGRY

HUZZAH! I seem to be the new mayor! I have no idea how the last one died. I totally didn't start throwing paper aeroplanes at the squad so he got stabbed in the brain. What is an aeroplane, anyway? I'll have to go look that up.
Anyway, today is the start of my mayor-ly duties! I presume this includes having people shout at me and making stupid mandates. I mean, it's a tradition to make stupid mandates and get someone hit in the skull for it, isn't it? So, what should I make... Adamantine hammers?... Naa, too stupid...
HUZZAH! I'll go mandate the construction of a statue of a duck on the bridge! It will be GLORIOUS. However, Aban seems to not be sure about my insanity! If my name isn't Oh belgium that elephant looks hungry (peace be upon the trampled rotting corpses of my ancestors), I shall go fix this at once! I shall go tell him my mandate, and that I need an office, and that I am completely bonkers thank you very much!

Also I shall do it completely in rhyme.

GOOD DAY, DIARY!
-Oh belgium that elephant looks hungry

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **1000000000** on **July 06, 2013, 05:31:52 pm**

From the journal of Billon, weaponsmith:

So we have a new mayor who is now yelling something about duck statues. Hope he doesn't want them made out of aluminum.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **July 09, 2013, 04:11:18 am**

Excerpt from the Memoirs of Nathail, Animal Trainer and Ghost of Oceanbridge

Mayor died. Saw 'im wandering around, moaning about aluminum. I had a look at the newly elected one; he seems indubitably bonkers. I saw him writing about making a debatably official mandate for a giant duck statue on the Bridge. Given that the Goblins seem to be contemplating building a town there, I doubt that'll pan out.

In other news, I've yet to be resurrected (although it feels like some curse over the cosmos has lifted slightly), and there are no bears or lions as of yet...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Dawnofdarkness** on **July 13, 2013, 12:42:58 pm**

Hey im just wondering is i could get a dwarf i posted about this before but i think i got overlooked. Anyways id like his name to be dawnofdarkness and if possible a swordsdwarf but any position will do.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **July 17, 2013, 09:05:13 pm**

So the good news is that I should have a computer of my own in about... a week? I hope, at least. And the good news is that I'll be able start updating regularly again! And there is no bad news!

Ok.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **IcepickTrotsky** on **August 10, 2013, 12:38:48 am**

Sorry to hear things went belly-up for a while there, but happy to see it's all back and going again!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **August 18, 2013, 10:28:45 pm**

Well, ok. *Now* it's going to be back and going again. *Now* I have a new computer.

Sigh. Moving onwards.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **towerdude** on **August 19, 2013, 12:13:32 pm**

I want to share a little information, if it was already mentioned ignore this.

Beware! I know from my own fort over the ocean, that if you visit it later in adventure mode, and the pillar that connects the bridge to the shore is too far away from you (unloads), the game treats the bridge as if it were in mid air, and it will start to disintegrate, the whole fort will fall into the ocean!

I had to put supporting pillars down to the ocean floor, and made sure that the spacing between is not too large, this enables the game to always see one pillar.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **August 19, 2013, 08:55:00 pm**

((Advice is always welcome, but at this point my main goal is to get rid of the goblins so we actually *can work on the bridge again*))

The New Mayor

Aban opened the door to the mayor's office. Oddly enough, she didn't feel worried, even though she couldn't remember any meeting with a new mayor that had gone well. It didn't matter this time, though. There was no reason to be worried anymore. No matter how mad this "oh belgium" man was, she was certain that she'd seen madder.

He was, she saw as the door swung open, doing his best to prove her wrong. He was standing on top of the artifact coffin (one of the few artifacts to survive every rise and fall of Oceanbridge, appropriately enough), poking at the ceiling, and occasionally licking it.

"Hello there, Aban! Just the dwarf I called for. And I'm sure that's why you're here, because I called for you. That's great! Anyway, I wanted to tell you that I've been looking all over my new office for something.

'Oh belgium that elephant looks hungry', mayor has mandated the construction of certain goods.
Rakust Lirukasmel, Hunter cancels Store Owned Item: Item inaccessible.
'Oh belgium that elephant looks hungry', mayor cancels Store Owned Item: Item inaccessible.

I couldn't find it, of course, not even in the roof here, and I realized, the reason that I couldn't find it is because it doesn't exist! Just like that duck statue I demanded! You need to start making non-existant things exist, Aban."

So, she thought, he was going to be one of those. Still, she could try to prevent the inevitable. Maybe the thing he wanted did exist somewhere. So many merchants had died and left their goods behind; it was hard to walk without tripping over some lost lead flute...

She should probably answer, instead of just staring at him, Aban realized. "Well, 'oh belgium'- I mean, Mayor, I've got lists of pretty much everything in the fort. Tell me what you need. Maybe you just haven't looked in the right places, because-

"Fine pewter flatware, Aban. That's what I want, no, need! And I know what you're thinking, just what is flatware? It's silverware, only made from fine pewter, you foolish person! How can a dine with the finest of cutlery when you don't even know what cutlery is?"

Mandates: Make fine pewter items <2/2>

She got through the rest of the conversation on automatic, and left oh belgium that elephant looks hungry trying to make a bed out of the coffin.

Gar was waiting for her outside. "So what does the new "mayor" want us to do"

She shrugged. "Make fine pewter forks, on pain of death or poetry."

"Should I start bricking him up in his office right now?"

"Well... not yet. Honestly, I was expecting something worse."

.....

Next: Merchants?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyrannus** on **August 20, 2013, 05:01:41 am**

FROM THE DIARY OF MAYOR OH BELGIUM THAT ELEPHANT LOOKS HUNGRY

HUZZAH! I have managed to think of a needlessly useless object to mandate! I have ordered the construction of some fine pewter cutlery, which is total and complete idiocy because dwarfs don't even use plates! IT'S BRILLIANT! Now that I've been a useless noble for a while, it's time to go see what I can do.

I wonder if I can use my BRILLIANT CONVERSATION SKILLS to convince the overseer to get rid of those goblins. Now, let's begin with the thinkery...

Ahah! Idea get! Time to prepare what I'm going to say...

GOOD DAY, DIARY!
-Oh belgium that elephant looks hungry

(attached to the diary, a small speech was found)

Greetings, my favourite and only overseer Aban! Was it Brothertreaties? I forget, I'm writing this out instead of doing this from scratch so I'm just rambling on the paper, you know? That's why I will have this little piece of paper along with me. Now, back to business.

Since I have proved my insanity, and done the traditional task of mandating something completely useless and arbitrary, I would like to ask why by the trampled rotting corpses of my ancestors (peace be upon them) there are still goblins out there. I would like to make a suggestion on how to solve this problem!

(at this point a masterful drawing of a corridor filled with traps and screaming goblins is shown)

THIS, in my own words, IS THE CORRIDOR OF SOLVING THAT PROBLEM WITH ALL THE GOBLINS ON THE BRIDGE! Here is what we need to do.

Firstly, we must obtain a miner and pick. Or some soapmaker with a pick. Either works. Secondly, we must obtain lots and lots of cage traps. Thirdly, we must build those walls with the holes in them that you can shoot through, and put them on either side of the corridor, with someone behind them watching them so we don't get ambushed. Then we station some military dwarfs behind a door. Once this is done, we draw the goblins into the trap with the lure of horrible pain being inflicted upon the fortress, and the majority of them shall be caught. The ones that are not caught shall be set upon by the valiant rabidness of our army, and we shall take the cages into a room before INFLICTING HORRIBLE PAIN UPON THEM MUAHAHAHAHAAAA! Thank you for your time.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **August 20, 2013, 05:06:36 am**

Fine pewter stuff is useful, when loaded into shotgun.



Otherwise else it's a crap.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **August 20, 2013, 07:05:56 pm**

((What an excellent mayor belgium is going to make)

From the Journals of Aban Brothertreaties

So, I knew right away that we had nothing made of fine pewter, and certainly no fine pewter bars. I mean, I keep the stockpile records, they're about the only thing that makes sense here. No pewter of any kind, anywhere. And that means resigning ourselves to whatever it is this mayor considers a punishment.

But not yet, because human merchants have arrived! Amazing timing, really. They arrived just after we lifted the siege. And just when we had actually got up to the surface again, and could see them approach, know that they were human, and not try to kill them! Luck, or something else? Or I guess that humans could have been coming for months, and it's just that all the other caravans were massacred while we were stuck inside the caverns.

I hope they aren't angry with us... Balnash is out there letting them in right now.

.....

"I don't like this, Balnash. What if they aren't humans? What if they're just... I don't know, elves dressed up in the skins of humans?"

"If that ain't a frightenin' picture i don't know what is, but come on, Di, look at 'em. They're human. Elves don't look that dirty or tired, or... normal. Tell 'em to lower the gate."

The human merchant looked surprised when the gate finally did come down, as it almost did so on top of her. She jumped back, and said, "By the spirits! Dwarves!" To her guards, she said "Put the crossbows down, men. Turns out that they are still alive." There were six guards, Balnash noted, but they were poorly armed and had even worse armor, which looked like it had been made out of cast offs. The merchant herself wasn't much better off, dressed in what could only be described as rags. She brushed at them, and then to Balnash said, "Greetings to you, still living dwarfs. I am Satheth, also still living. May we enter the safety of your walls?"

Balnash nodded and shook her offered hand, saying, " Yeah, of course. But you need to tell me that you're still alive?"

The human nodded, as she motioned for the rest of the caravan to follow her in. "These days, of course. The walking dead are everywhere, speardwarf. Though not around this place, strangely. Perhaps your home lands are protected by yak spirits, as ours are. We had assumed they were not, and that you had all perished."

That wasn't strange, he thought. "Wait, if you thought we were dead, what were you comin' here for? That would mean no one to trade with. Were you here to steal or something?"

"Oh my, yes. We were just going to loot the place and move on, my friend. No offence meant, of course. But since you are still alive, might we trade with you?"

His first instinct was to say no. His second, and much brighter instinct was to remind himself that the humans were the first non-evil living things they had seen in a long time, dear gods, let them in and buy all the booze and food that they've got, what's wrong with you?

The second though won out.

They had just closed the gate behind him when a group of goblins sprung out of ambush and fired a few arrows in the direction of the fort.

→An ambush! Curse them!

The humans at least were startled, and became even more so at what happened next.

"My word! That goblin just exploded!"



Balnash looked up, and saw a pillar of smoke where the ambush group had been. He shrugged. "Yeah, that happens. So, we got some nice mugs here if you want to take a look..."

.....

Next: In the Tunnel

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **August 21, 2013, 12:24:42 am**

In the Tunnel

Remalle, Ishar and the other miners were still hard at work in the tunnel. They'd been digging for months, and Ishar was beginning to think that they'd be digging for years more. She (mostly) trusted that Remalle knew where they were going. But they *had* been digging for a long, long time.



"Hey Remalle. You think we're going to be the best miners the world has ever seen by the time we get to the other side? Wherever that is?"

He didn't answer right away. Mining under an ocean wasn't exactly safe, and he spent a lot of time listening for tell-tale sounds of water tricking into the tunnel. After a long silence, he said, "No. There was a miner, Karakzon. He was the best."

"Karakzon? I think I've heard the name, one of my cousins or aunts might have been here back when he was around! You might have known her too. She was named Ishar." Sure enough, Remalle nodded. Ishar continued, "You remember everyone who lived in Oceanbridge, don't you?"

"I do, yeah. Someone has to. Now stop talking, and dig. We're almost to the other shore, I think."

.....

Next: Hopefully, Dead Goblins

((I got a plan))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyrannus** on **August 21, 2013, 03:34:54 am**

FROM THE DIARY OF MAYOR OH BELGIUM THAT ELEPHANT LOOKS HUNGRY

Oh look. Humans. I hope we get more booze! Their brewing's not good enough to make even the slightest bit of dwarven wine, but those surface plants make the best booze anyway! One day, I can only hope that we have some sort of surface-based farm, the duck proudly looking over them...

Ah, yes, that's a good question. How could we get surface plants? Maybe we could dig a deep pit and drop another chunk of dirt on it, giving the plants a place to grow while being safely underground...

And what did I mandate...? Well, I shall have to ask about that.

GOOD DAY, DIARY!
-Oh belgium that elephant looks hungry

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **August 22, 2013, 03:17:41 pm**

Re-re-taking the Bridge, Part One: Neo's Report

No one's going to read this, I know. But I want it known that someone was taking action.

Here's what happened, and why I chose the plan that I did. We know that the goblins are stupid, the ones on the bridge particularly so. It took them months to notice that we were killing them with Gar's drawbridges, and I thought it was safe to assume that they hadn't got much more observant since then. The plan I came up with, then, was to retake the bridge in sections. No dramatic "Long March", no massive, epic battles, just slow, methodical work. If we killed the goblins in small groups, they'd never realize in time to get organized until the end.

Section One, as we called it, was guarded by three goblins. Two were unimportant, but the third was a spearmaster. He'd killed a lot of people in the first attack, but I thought with forty of us charging madly down on him, we'd be safe.



Turns out, it just gave him more dwarfs to stab. The first two goblins we killed almost instantly, but that spear monster moved like... something fast, and downed at least four recruits, all who survived, at least. He might have killed them, but I got behind him and gave him a good hamstringing.

The Swordsdwarf slashes The Goblin Spearmaster in the right foot from behind with his <iron short sword>, tearing apart the muscle through the x<<giant cave spider silk sandal*>>x!
A motor nerve has been severed!

Amazing thing was, he kept crawling and fighting after that. I think he would have caused more casualties still if some marksdwarf named Slime hadn't crushed his skull with one good stomp.

The Marksdwarf kicks The Goblin Spearmaster in the head with his right foot, bruising the muscle, jamming the skull through the brain and tearing the brain!
The Goblin Spearmaster has been knocked unconscious!

Slime should not be wasted in the crossbow squad. Make a note of that. He's a bit crazy, but it's the good kind if it makes him pull off something like that.

Now, we rest, heal, reorganize, and then take on Section Two.



Three or four goblins? Easy.

.....

Next: Hoping That's True

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyrannus** on **August 22, 2013, 03:22:22 pm**

I approve of having lots of updates!

Saving Belgium's opinion until the bridge is cleared.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **August 22, 2013, 03:49:31 pm**

One spearmaster and four recruits down? such a waste.

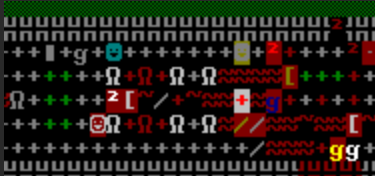
What about having a ballistae at the our end of bridge and doing a few greeting shots before charging? I guess that could ocassionally maim some goblins.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **August 23, 2013, 12:47:35 am**

((that... is an excellent idea. i should also note that the spearmaster was a goblin, and that we've now killed about... eight? goblins without a single death. for this fort, that's pretty good))

Notes from Autumn, 204

No plan goes exactly as planned, and the goblins weren't as unobservant as Neo hoped. Every day, another goblin wandered down the bridge and then, on seeing the dwarfs posted on watch, charged madly at them without any regard to safety.



Where they were immediately killed by Neo, Balnash, the Soldier, or any of the other dozen soldiers who were patrolling the ramp to the bridge. It wasn't according to plan; it was better.

After using the highly sophisticated scouting technique know as "looking real hard", the official count of monsters on the bridge was now at thirty four goblins, (led by a swordsmaster), and seven ogres.

The Speardwarf stabs The Goblin Axeman in the head with his <<copper spear>>, tearing the muscle, shattering the skull and tearing the brain through the x<<horse leather hood>>x!

Make that thirty three.

.....

During the time he'd spent trapped in the food stockpile, Gar had given a lot of thought to siege weapons. Specifically, to how siege weapons were the perfect thing for killing lots of goblins, and how he wished he had about a dozen of them.

Now that he was free, he could make that wish real.

iton Komanzas, Weaponsmith Construct Ballista Parts

.....

From the Journals of Aban Brothertreaties

Somehow, migrants got here.

→Some migrants have arrived.

Why are they here? Because Oceanbridge is literally the safest place on the continent right now.

Nothing makes sense.

.....

Next: Still More Stabbing

((is there anything about the fort or individual dwarfs that people would like to hear about?))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Di** on **August 23, 2013, 04:39:03 am**

Maybe a list of alive dwarfs and one sentence about what each one was up to for the last year?
I can't even remember what is my dwarf. Is she a soldier or was that previous one?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyrannus** on **August 23, 2013, 09:15:09 am**

How is Belgium and his quest for silly mandates, a duck on the bridge, total insanity and a large amount of cage traps doing?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **August 25, 2013, 03:27:10 pm**

Quote from: Di on August 23, 2013, 04:39:03 am

Maybe a list of alive dwarfs and one sentence about what each one was up to for the last year?
I can't even remember what is my dwarf. Is she a soldier or was that previous one?

Yes, excellent idea. Working on it now, though one sentence might turn into a couple paragraphs of general update on their condition.
Update soon.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **highmax28** on **August 30, 2013, 12:42:40 am**

Just got caught up. Loving how you're writing all of this. If there are any alive, I would like to be dorfed as the following as your best swordsdwarf who is almost at par with Neo:

Name: Highmax

Profession: Swords Enthusiast

From: A fortress overrun by strange monsters with zombie wars. Fortress fell from a zombie's head (
Spoiler (click to show/hide)
http://www.bay12forums.com/smf/index.php?topic=19244.msg3893187#msg3893187
)

Personality: Believes the Soldier about the dead walking. Fears necromancers. Loves to fight. Always ready to lead the charge with a war cry and a victory speech. Also very quick to anger, but very kind and almost childlike when at peace. Also hates elves with a passion for their love of trees and their cannibalism. He is intrigued by the Jotunar (yay Jotunheim!)

As a side note, is it 40d that allows marriage or is that part of the mod you're using?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **PatriotSaint** on **September 02, 2013, 10:28:17 am**

I'm still a luuuurrrrkeerrrr... For now.

MOAR NAO!!!

OCEANBRIDGE WITHDRAWALS... SO... AGONIZING...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **highmax28** on **September 20, 2013, 12:07:19 pm**

Did this thread just die? :-\

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Dorsidwarf** on **September 20, 2013, 02:59:39 pm**

No, you just applied the defib in time.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Paaaad** on **September 20, 2013, 03:29:13 pm**

Don't worry, it's been dormant for much longer in the past.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **highmax28** on **September 20, 2013, 09:20:20 pm**

Quote from: Dorsidwarf on September 20, 2013, 02:59:39 pm

No, you just applied the defib in time.

Whoot! Lets hope we get an update soon! Btw, paaaad, love your image. Its bionicle, right?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Paaaad** on **September 21, 2013, 06:04:31 pm**

Quote from: highmax28 on September 20, 2013, 09:20:20 pm

Quote from: Dorsidwarf on September 20, 2013, 02:59:39 pm

No, you just applied the defib in time.

Whoot! Lets hope we get an update soon! Btw, paaaad, love your image. Its bionicle, right?

Recolored, but yes.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **September 21, 2013, 06:14:57 pm**

Ok, yes. Should get an update out soon! Also, I swear now that I'll never again say "update soon" after this, because that never seems to go well.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **highmax28** on **September 26, 2013, 09:54:55 pm**

How soon is "soon"? ???

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **1000000000** on **October 05, 2013, 06:05:20 pm**

From the journal of Billon, Weaponsmith:

More mandates involving obscure metals. What is "cutlery" and "flatware" anyway? I wonder if the mayor is sane enough to tell the difference between cutlery and flat strips of fine pewter.
I hear there has been a lot of fighting aboveground so I guess I should be happy that I'm still underground where you only encounter the occasional cave monster. The only time I have ever held a weapon was the time I was sent to cut down some trees and I almost cut both my legs off.
I wonder if there is any cassiterite lying around this fort, if not then I guess it will be time to sift through the trash heaps again.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **October 06, 2013, 02:48:18 am**

Excerpt from the Memoirs of Nathail, Animal Trainer and Ghost of Oceanbridge

...So, things have been happening. That mayor ordered Fine Pewter cutlery, and whilst I'm certainly no metallurgist, I do know we have bugger all pewter here. We did get a human ~~grave-robbing~~ trading caravan, but I haven't gotten a good enough look at them to see if they brought any pewter. On the upside, the mayor's so guano insane that I doubt he'll remember the mandate. And if he does, the punishment'll probably just be death.

I've been chatting with a few of the older, more coherent ghosts, and apparently death doesn't really stick around here. I can't get anyone to tell me how to go about reversing the process. One of them muttered something about descendants, but I couldn't get him to expound upon it. In any case, we got some migrants. Somehow. Maybe one of them is my descendant...

Good to see Oceanbridge is still alive-ish. Don't suppose we have an unclaimed animal trainer roaming somewhere? I'd like to get redorfed. Ghost Nathail misses booze.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **October 09, 2013, 12:08:14 am**

((See what happens when I use the word soon? Never again))

What's Happening in Oceanbridge? Guess

Neo didn't know what had possessed the newly promoted militia captain. Maybe she was feeling overconfident, or maybe she thought that her newborn baby would be adequate protection against a rampaging goblin axeman.



Maybe she'd been very briefly inhabited by the spirit of Derm, the legendary Soul Chopper. If so...

The Goblin Axeman charges at The militia captain!
The Goblin Axeman stabs The militia captain in the right hand with her
<<silver halberd>> and the severed part sails off in an arc!

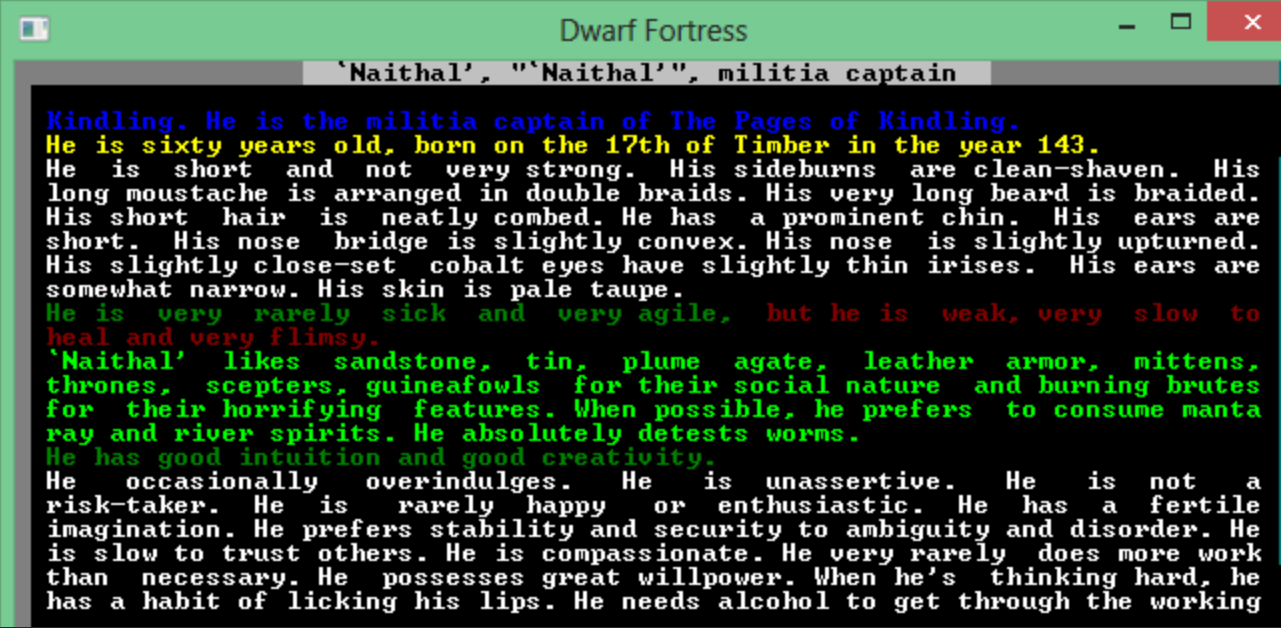
"She didn't have his skills, and she's now down a hand, an infant, and a head. So we need a new captain for her squad. That's you, uh..."
He waited for the newest new recruit to give his name.

The new recruit answered, after about a minute too long for such a simple question. "I'm Naithal, I think. I'm sorry that I sound so uncertain... I believe that I just came back from the dead."

Oh, Neo thought. That explained it. "Ok, yes. I understand. Take a minute, I know how you feel. But listen, if you've come back, you've must have a good reason. And that reason is finishing that bridge."

"I don't know if-"

"And we need to kill every goblin out there to do that. So welcome back, Captain Naithal."



"Thank you, I think."

.....

Next: Much Ado About Ghosts and Silverware

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyranus** on **October 09, 2013, 10:31:14 am**

FROM THE DIARY OF MAYOR OH BELGIUM THAT ELEPHANT LOOKS HUNGRY

I really need to stop it with these paper aeroplanes. It's so *amusing* to throw them at people in the middle of a battle, but it's doing more harm than good at the moment. Hmm, what to do...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Remalle** on **November 15, 2013, 03:42:32 am**

No varnish, thank you. Feel better, dude. We'll wait as long as it takes.

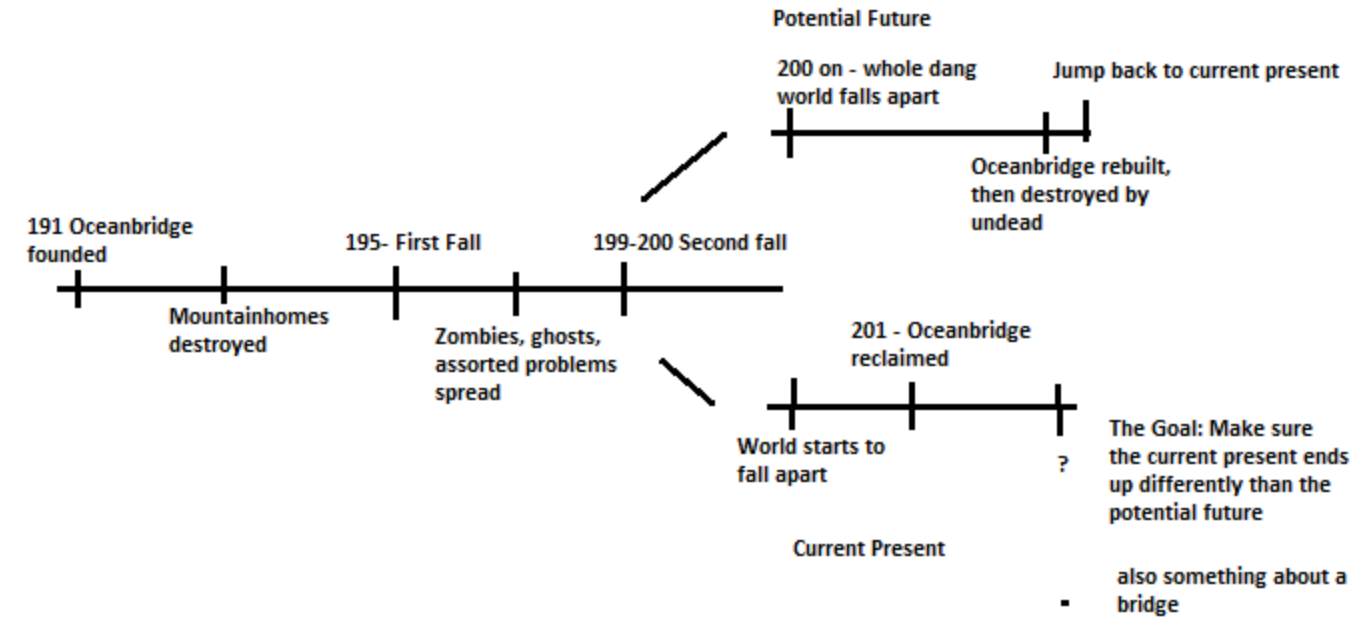
Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **highmax28** on **November 15, 2013, 08:15:42 am**

Good luck! Even though I was never brought in, this fortress was an epic tale that I enjoyed.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **November 18, 2013, 12:35:36 am**

Those were nice messages to hear.

So, I made this timeline, because I was trying to think over the timeline of the story in my head. It's not an update, but maybe it makes things make sense? Either that, or makes me look like a crazy person. Either way, here:



Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 30, 2014, 11:34:53 pm**

((Oh, hello there))

From the Journals of Aban Brothertreaties:

Well, I can't even guess the last time I wrote anything in this! Months ago, I think. I remember I had a plan... Something I was going to try to get Remalle to do. But whatever it was, it's gone now. Gone gone gone, and forgotten, in a wave of endless bloodshed.

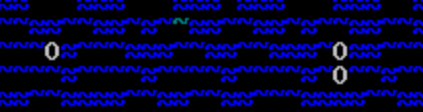
But for once, it wasn't all *our* blood. No, we have finally, finally, finally cleared the bridge completely of goblins, ogres, and all the other assorted creatures that liked to sit around and kill us. And it only took about five straight months of fighting, which I was involved in, I think. My memory of the whole thing is hazy. Like a haze of blood, which is most of what I remember.

Of course, we lost quite a few people.

Obok Oddomeggut, Macedwarf has been struck down.
Nil Sâkzulodgúb, Wrestler has been struck down.
'Naithal', Recruit has been struck down.
Uvash Begkurik, Speardwarf has been struck down.

Including the newly promoted Naithal, who I do remember going down fighting. Literally. He dove into an axegoblin, and the two of them fell off the bridge together, fighting all the way down.

A bunch of Ogres were knocked into the ocean too, where in defiance of all logic, they're still alive.



Still swimming around in the waves, looking quite happy. I don't understand.

But in the end, it wasn't all that bad. Certainly not compared to, say, every other battle fought in Oceanbridge. About ten deaths for all that fighting? We can survive that. Any number of them might be back some day, besides. And we have our bridge back.

Athel Inenbonrek, Dwarfen Baby has been struck down.
Endok Uucarmãngo, Recruit has been struck down.
Asmel Delerluslem, Recruit has been struck down.

So, now there's only one thing to do. Build.

.....

Next: It Depends.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Remalle** on **January 30, 2014, 11:46:54 pm**

woah

hi there

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **highmax28** on **January 31, 2014, 12:31:28 am**

Well lookie here! The master bridge builder's are returning!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **1000000000** on **January 31, 2014, 12:40:35 am**

Do my eyes deceive me?
Oceanbridge alive again?

Yay!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **pregarrett** on **January 31, 2014, 12:44:12 am**

The Bridge! Gar is itching to test some of his new designs!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **January 31, 2014, 01:59:40 am**

((I can't promise anything regular, but I am working on things again. And I'm just so glad to finally see all of those goblins gone. Also, here is some information about people, ie:))

Who Is Still Alive?

Remalle, of course, was still among the living. Though considering he was surrounded by ghosts most of the time, “among the living” wasn't exactly the right term.

‘Remalle’ has been happy lately. He dined in a legendary dining room recently. He talked with a friend lately. He admired a fine Seat lately. He admired own fine Bed lately. He was woken by noise while sleeping lately. He slept in a very good bedroom recently. He has been annoyed by flies. He has been tormented in nightmares by the dead lately. He has complained of thirst lately. He has been satisfied at work lately. He has been haunted by the dead lately.

Ishtar too had survived the fighting (mainly because she had got lost in the tunnels on the way to the battle), and was taking a well deserved break in one of the cleaner rooms in Oceanbridge.



Against all odds, Di-III had not... been killed. Now that the bridge was safe, he and a lot of other dwarfs were busy scouring the surface for anything useful. And for bodies to bury, of course.



Neo had led the army across the bridge from the front, fighting ferociously for five straight months. Now he was asleep. Very, very deeply asleep. No one was too worried about waking him up for a while.



Oh belgium, the mayor, was on break. From what, no one could say. It was better not to ask.

Balnash and the Soldier had survived the battle, and now were making sure that everyone else did as well. There were a lot of very hungry, very thirsty dwarfs on the bridge.

‘Balnash Rockwatchful’, Brewer Give Food
The Soldier’, militia commander Get Provisions

As for the rest, Croaker, Firehawk, Billon, Riczo, Notenome and Slime were all alive as well, and working alongside Di-III to salvage anything worth salvaging. It was a busy time.

And of course, Gar had survived. Gar always survived.

((Not everyone gets a screenshot because they're all hauling stuff off the bridge, and how many screenshots of that do you need? But I hope that covers everyone. I guess I can start dwarfing and redwarfing people too.))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **January 31, 2014, 03:25:30 am**

Quote from: varnish on January 31, 2014, 01:59:40 am
And of course, Gar had survived. Gar always survived.

Hell yeah! Gar is a luckiest bastard ever lived here.

Let others be busy with burials and stockpiles, Gar has more important work to do. Repairing the pumpstack, for example. Beware of cavern beasts, and block any unwanted access to the machinery - that's the safety rules that must be obeyed!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **February 02, 2014, 02:05:57 am**

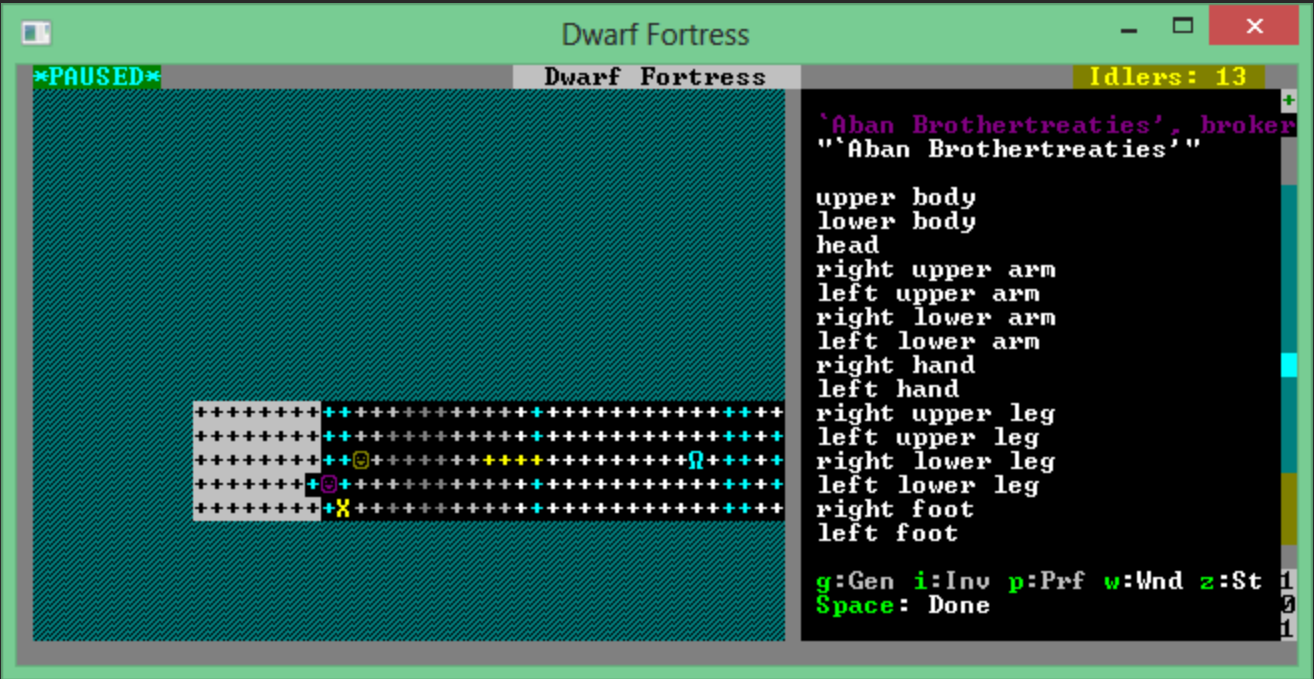
((just to show that I am working on this steadily))

From the Journals of Aban Brothertreaties

And just like that, things are moving forward again.

Well, moving forward as much as they can, considering how everything is still a horrific mess, there's at least twenty people still wounded, and ghosts are still roaming the halls. The rest of the world is, as far as anyone can tell, still falling apart, and I still don't have any clue about what to do about that. At any moment another army of apemen, or bird things, or I guess giants could come and start the siege all over again. The depths of the fortress, and the old magma pump stacks are still flooded, we've still got goblins and ape men locked away in various out of the way rooms, someone's been hearing strange noises from the caverns that might be another horrible monstrosity coming to kill us all, the gods themselves seem have gone insane and are either trying to destroy us or help us, I'm not sure which, death itself seems to have gone wrong, and I've lost my favorite mug.

But I placed a new block in the bridge today, and that means we're moving forward.



.....

Next: Unusual Visitors

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **February 07, 2014, 01:31:51 am**

From the Journals of Aban Brothertreaties:

Nothing is happening. Every day I go out to work on the bridge, and I wait for everything to fall apart, and every day, all that happens is nothing. Oh, there are still a few goblins scattered around, like I mentioned before. They're mainly in the old arena, and the soldiers like to take potshots at them, but that's still nothing.

The flying {alpaca bone bolt} strikes The Goblin Bowman in the right lower arm, chipping the bone through the x{horse leather cloak}x!
A ligament has been torn and a tendon has been torn!
The Goblin Bowman gives in to pain.
The Goblin Bowman falls over.

What can I record in here? Well, one the soldiers had a kid today! A baby girl, it seems. Yet another child running around underfoot, I guess.

Rakust Lirukasmel, Hunter has given birth to a girl.
Rakust Lirukasmel, Hunter cancels Drink: Seeking Info

Huh. You know, I can't even begin to imagine what a child would think of this place.

.....

A Conversation

"Hello there, Aban my dear friend!"

Aban threw down her pen, wondering for the thousandth time why she hadn't had Gar make a lock for her office door. "What? Oh, Mayor, um, Belgium... What do you want."

The mayor was smiling, and bouncing from one foot to the other (For no reason, of course). "I just wanted to remind you that no one has made me any fine flatware, so I might have to have someone tortured soon, and that there's a whole bunch of friendly merchants waiting to see you!"

"Look, I still don't really know what flatware is and... Did you say merchants? That's impossible. It's autumn. The humans always come in the summer."

"There are dwarfs! Just like us! Not like me, of course, but just like you!"

A caravan from Ngubmulbonrek has arrived.

Aban ignored that, as she was to busy muttering to herself, "There are still other dwarfs out there? Where the hell did these people come from?"

.....

Next: Things Happen (Slowly)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **February 12, 2014, 12:00:08 am**

My god, it's still alive! Every time I take a break from DF and come back a few months later, this fort is still alive. This must be how the goblins feel.

From the Thoughts of the Deceased Nathail, Animal Trainer and Soldier of Oceanbridge

...Aaaaand I'm dead. Again. Still, that was a hell of a death. I hope someone saw me tackle that goblin. Hell, I even managed to put some holes in him on the way down! Although he did leave a bigger one where some of my head was supposed to be. I think he may have actually rewired something before actually killing me, I feel a lot more sure of myself than before. Maybe that's just what happens when you do something like that. I dunno, the most impressive thing I've ever done was tame a giant louse back before I ever came to Oceanbridge. I still feel all crawly sometimes. Well, used to. I don't feel anything now...

...A caravan? A dwarven caravan? Here? I thought we were the only body of dwarven governance around! Hmm. Anyway, that weird mayor seems to be causing problems for Aban, and given how she seems to be the sanest dwarf around, I'll have to see if I can do anything about it. Maybe if I follow the mayor, I'll be able to find something that can get 'em kicked out of office. Of course, actually telling anyone will be hard. Perhaps I can tell that one guy all the other ghosts talk to. Remalle, I think? He seems mostly rational, and I know ghosts can talk to him...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Urist McEngraver** on **February 12, 2014, 09:56:07 pm**

It's alive? It's alive!

I saw this back when it first began, and I kinda lurked, read for awhile, then forgot about it. Good on ya, Oceanbridge.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **MarcAFK** on **February 13, 2014, 12:44:32 am**

It's only been 2 and a half years, the bridge will be finished in no time!
I just started reading this from the start again. Good times.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **February 16, 2014, 01:31:08 am**

Quote from: MarcAFK on February 13, 2014, 12:44:32 am

It's only been 2 and a half years, the bridge will be finished in no time!
I just started reading this from the start again. Good times.

I *will* finish this bridge, even if it takes me until the final version of dwarf fortress is released! (There, that's a promise that I think I can keep)

Working on an update for tomorrow hopefully.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyrannus** on **February 16, 2014, 05:46:26 am**

BELGIUM RETURNS.

FROM THE DIARY OF MAYOR OH BELGIUM THAT ELEPHANT LOOKS HUNGRY

HUZZAH! After much lying around being a noble figurehead for our fair city (could we call it that, in this state...?), I had a brilliant idea! I was swinging a spoon around, listening to the whooshy-air noises, when I decided to put a bit of cave moss in and throw it. And I realised that we could use it to weaponise the fine pewter! Time to find Gar.

GOOD DAY, DIARY-Oh belgium that elephant looks hungry

(attached to the diary is a masterful drawing of a minecart shotgun in which the cart is first thrown off of a roof and runs over a goblin, and only then delivers its cargo of pewter plates)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Urist Mc Dwarf** on **February 16, 2014, 05:07:54 pm**

Requesting a dwarfing as Urist the Soon to be Corpse, millitary.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **TheFlame52** on **May 13, 2014, 07:22:47 pm**

So I just read the whole thread in 4 hours while feverish and sick as a dog and THIS THREAD IS TOO AWESOME TO DIE! LIVE! LIIIIIIIVE!

Also:
Quote from: varnish on April 07, 2013, 11:25:30 pm

The only other news down here is that one of the newer refugees is named, and I quote "Oh Belgium that elephant looks hungry".

I will never make fun of any other name. Also, I'm not sure what "belgium" means, but I'm sure it's deeply, deeply offensive.

Sig'd

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **MarcAFK** on **May 14, 2014, 06:30:48 am**

Varnish seems a little late with the update, I'll give him a prod.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyranus** on **May 14, 2014, 09:47:26 am**

ALL HAIL OCEANBRIDGE!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **highmax28** on **May 14, 2014, 11:02:42 am**

HAIL! HAIL!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **May 14, 2014, 04:09:19 pm**

Wow, yeah, it's been a while again. I'll get the fortress out, see if I can make sense of enough of it to work on an update.

I might have lost the text file for the story, which is frustrating. I can't depend on my own memory. That thing is like swiss cheese.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **May 15, 2014, 11:08:29 pm**

The Merchants

The caravan that had arrived at the gates only just barely qualified as such. There were two overloaded wagons, significantly piled up with what looked like barrels of booze. The wagons had been driven to the entrance of the fort by a group of five dwarfs. Probably dwarfs, at least. That, or they were piles of dirt that learned how to move about on there own.

Balnash saluted Aban when he saw her. "Look at this mess. I don't think I ever saw a group of people as pathetic and filthy as that." He gave that some thought. "Apart from all of us here, I mean."

"But they are people, right? Not... not like, walking skeletons wearin' skin as a disguise, right?" The other guard looked to Aban for an answer.

"I... oh, come on Slime, I don't want to be thinking about that if we let them through the gate. Just let me talk to them, all right? We'll worry about being murdered in our beds once we're drunk enough to sleep in them, or something."

The wagoneers, or caravaners, or secret undead (whatever they might be) were milling around at the base of the fortress wall, looking lost and muttering to each other. Aban greeted the group as formally as she could. "Hey! Who the hell are you people?"

The dwarf who answered was the best dressed, or the cleanest of them. She stood up straight, and called back, "Ah, someone yet lives. This is Oceanbridge, is it not? The cursed fortress? The center of the doom that has blighted our world?"

"Well, yes. The first one, I mean."

The merchant literally jumped, which was a strange thing to see someone actually do. "I knew it! Quickly, turn the wagons around. If we run as fast as we can, we might make it back to the jungle alive." She started to push the others, who were still looking very confused.

"Wait, wait! Don't run away! We aren't... we aren't all that doomed anymore. And we would really, really like to know what's going on in the rest of the world! Isn't there anything you need? We can trade with you!"

The last part got their leaders attention. She stopped pushing her guards "Ah... We do need weapons. It is a dangerous path we follow. Though not as dangerous as this place, I would believe."

This might actually work, Aban realized. "Weapons? Well, yes, we have weapons. We have weapons everywhere. You're standing next to at least three spears right now." The merchant leader looked down. "Yes, you see, right under all of those heaps of skeletons you're standing on. Wait! I said *don't* run!"

.....

From the Journals of Aban Brothertreaties

We traded with the merchants! Not that they had much, but they did have enough wine to keep us going for a bit longer. I'd like to say that I've talked to the caravan's leader, found out some more things, and so on. But I can't.

Because she's been trapped in the mayor's room for two weeks.



I fear for her.

.....

Next: I promise nothing.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **May 16, 2014, 06:04:32 am**

Wow, it moves! Haven't seen a caravan for... don't remember how long.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **May 19, 2014, 02:19:41 am**

(got to keep on moving))

Yes, that's the tunnel. Getting the bidge to the other side will be a slightly bigger deal. To me, at least.

(The tunnel is actually going to be very helpful, because it can draw in and trap the goblins, giants, evil elves, and other leftover invaders. Otherwise finishing the bridge would be very difficult. More difficult.)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **highmax28** on **May 19, 2014, 01:36:30 pm**

Quote from: varnish on May 19, 2014, 12:13:26 pm

Yes, that's the tunnel. Getting the bridge to the other side will be a slightly bigger deal. To me, at least.

(The tunnel is actually going to be very helpful, because it can draw in and trap the goblins, giants, evil elves, and other leftover invaders. Otherwise finishing the bridge would be very difficult. More difficult.)

There's such a thing as "good" elves? Aren't the only good elves are dead elves? ???

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **TheFlame52** on **May 19, 2014, 03:19:00 pm**

The Doctor is the only being in recorded history to have a mortality rate of over 100% - 127% to be exact. This is because he often kills his witnesses, as well.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **May 21, 2014, 01:59:33 am**

Quote from: highmax28 on May 19, 2014, 01:36:30 pm

There's such a thing as "good" elves? Aren't the only good elves are dead elves? ???

((The normal elves don't actively try to to murder everyone in the fort. That makes them good, at least as far as Oceanbridge is concerned.))

Conversations:

The leader of the merchants had finally emerged from the mayor's office, looking tired and worried, but otherwise unharmed. The mayor followed her, waving and shouting to any dwarf who would listen (Which was none of them) "Thrilling news, everyone! I've convinced them to come back! And I told them we'll have lots of cheese! That's what they want from us, you know. Cheese!"

Good	Price	Priority
quivers	213%	---!0
fish	138%	-!0!-
legwear	182%	--!0!
cloth	135%	!0!--
backpacks	127%	!0!--
toys	180%	--!0!
crutches	159%	-!0!-
cheese	210%	---!0
cut gems	209%	---!0
ammunition	177%	--!0!

The merchant's leader spotted Aban nearby, sitting by the edge of the dry waterfall. She waited until Belgium had skipped down the stairs to the dining hall, and then said, "You do realize you have chosen a madman as your leader, right?"

Aban nodded. "Well, yes we do, but it could be worse. It *has* been worse here, I'm pretty sure. Listen though, I want to ask you something before you leave. What's it like out there? In the world?"

This seemed to take the other dwarf by surprise. "You really don't know? But you're the cause of all of this. The story is well known now."

"No, I mean, no to the first part. We can't really see much of the outside world here. And whenever we do get a hint, it's usually too damn cryptic to make sense of. Ghosts really love being cryptic."

"I don't understand what that means. But I can be very clear, then. The dead walk the earth, not as ghosts, but as walking corpses.

"Yeah, we know that. Haven't seen any of them here yet, though."

"Allow me to continue. Strange earthquakes rock the land, and it is not safe to stay in any place for too long. Ducks refuse to lay eggs. Those who the dead and the disasters do not kill, fall to the frost giants, who have invaded the south in great numbers. It is... not the best of times."

"...Ok. That's not... that's not what I wanted to hear. But if it's that dangerous out there, couldn't you just join us here?"

The merchant stared at her. "Listen. To get to your fortress, I had to cross a burned out wasteland coated with the skeletal remains of hundreds of sentient beings. Upon arriving, I was trapped by a mad dwarf who kept me in a mud coated "throne room" while he ranted at me about spoons and cheese. While I was in that room, I saw spirits of slain dwarfs float before my eyes and shriek gibberish at me. In fact, there are two of them behind you right now. I say this with complete certainty: We will take our chances with the giants."

From the Journals of Aban Brothertreaties

I'm starting to feel like I might have become jaded.

.....

Next: Goblins, Still.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **May 21, 2014, 03:00:12 am**

Quote from: varnish on May 21, 2014, 01:59:33 am

The merchant stared at her. "Listen. To get to your fortress, I had to cross a burned out wasteland coated with the skeletal remains of hundreds of sentient beings. Upon arriving, I was trapped by a mad dwarf who kept me in a mud coated "throne room" while he ranted at me about spoons and cheese. While I was in that room, I saw spirits of slain dwarfs float before my eyes and shriek gibberish at me. In fact, there are two of them behind you right now."

...Aaaand?...what's so unusual with that?
Those traders are always somewhat crazy, you know...

How is Gar's work doing, by the way? We surely need a new magma pumpstack here!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Nathail** on **May 29, 2014, 11:59:29 pm**

It lives! Could I get a reanimation? can't imagine being a ghost is a pleasant experience.

Excerpt from the Etherial Memoirs of Nathail, Animal Trainer, Soldier, and Ghost of Oceanbridge

...I think I've been a ghost too long. I don't remember... Things. I can't remember what I don't remember. All I remember is that I don't remember things. I can remember a few defining life moments pretty clearly. I remember being born (I really wish I didn't remember being born). I remember when I was three and got my first taste of Sunshine. I remember when I was twelve, and that stray dog I'd been feeding ripped Ulvarist Donkeyhole's hand off when he went berserk and punched me. I remember when the first lion I trained flopped down at my feet instead of snarling. I remember coming to Oceanbridge. I remember... Something about not making a hatch I did make but couldn't remember making but still made? Weird. I remember dying for the first time. I remember coming back to life. I remember getting drafted. I remember falling off the Bridge, trading blows with a goblin... There are other moments, but it's all too fuzzy. I need to come back to life again. Too much of me is fading.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **June 10, 2014, 03:15:56 pm**

So there will be another update. The game just runs so. *s/ow*. I guess my question is... how complete should count as complete for the bridge, do you think?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyrannus** on **June 10, 2014, 04:51:31 pm**

Quote from: varnish on June 10, 2014, 03:15:56 pm
So there will be another update. The game just runs so. *s/ow*. I guess my question is... how complete should count as complete for the bridge, do you think?
Complete enough for something to run across it and eat a dorf.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Paaaad** on **June 10, 2014, 06:01:38 pm**

Walk-able from shore to shore without jumping being needed at any point. Both ways.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Remalle** on **June 10, 2014, 06:41:53 pm**

Wide enough to moonwalk from one shore to the other.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **highmax28** on **June 10, 2014, 08:38:10 pm**

Finished the walkway fully. The snazzy stuff isn't required.

Another thing could be it's wide enough to fit a caravan

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **MDFification** on **June 10, 2014, 09:04:51 pm**

Quote from: highmax28 on June 10, 2014, 08:38:10 pm
Finished the walkway fully. The snazzy stuff isn't required.
Another thing could be it's wide enough to fit a caravan

Why not a 2 caravan-width lane bridge with a central divider? DF wagons just phase through eachother by magic, but it'd be like it would have to be IRL.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **highmax28** on **June 11, 2014, 12:16:08 am**

Quote from: MDFification on June 10, 2014, 09:04:51 pm
Quote from: highmax28 on June 10, 2014, 08:38:10 pm
Finished the walkway fully. The snazzy stuff isn't required.
Another thing could be it's wide enough to fit a caravan
Why not a 2 caravan-width lane bridge with a central divider? DF wagons just phase through eachother by magic, but it'd be like it would have to be IRL.

How wide is the bridge again at the base? 5 or 6 wide?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Timeless Bob** on **June 11, 2014, 03:37:22 am**

Wide enough for a caravan to cross both ways, but also with little minecart trams on either side for pedestrians...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Remalle** on **June 11, 2014, 03:46:31 am**

How 'bout "wider than it is long"?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Paaaad** on **June 11, 2014, 07:24:32 am**

Quote from: Remalle on June 11, 2014, 03:46:31 am
How 'bout "wider than it is long"?

NO!!! :)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **MDFification** on **June 11, 2014, 07:39:01 am**

It is necessary of course to make marksdwarf pillboxes along the bridge so enemy advances can be combated at any point.

.... building a device to blow the bridge is good too.

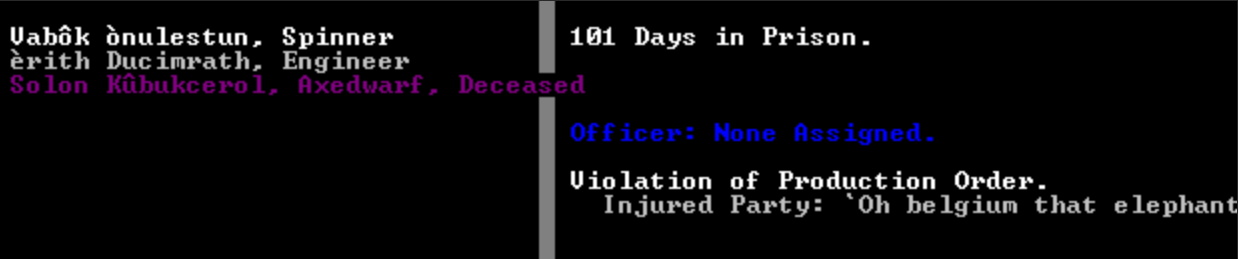
Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **June 12, 2014, 12:52:28 am**

((You're all mad. Also, the bridge is five blocks wide in the main span, with one block wide fortifications on either side, and a double row of green glass windows. Only the main span is almost there, obviously.

Also, you're all mad.))

From the Journals of Aban Brothertreaties:

So, we failed to meet the mayor's demands (Surprise!), and he's sentenced two innocent people to over one hundred days in prison.



Normally you'd think, "Oh, what a disaster!", But after ten years of insane mayors, I'm prepared. I've got it covered. I've told the mayor that the prison is flooded (which it *is*) and that we'll have to wait until it drains before we can imprison them. I'm not making a big effort on getting that done, of course. The man seems fine with that for now, I mean... Well, he's now demanding that we make a "fine pewter sampo", whatever that is, but that's something to worry about another day.



I guess it's always possible he might demand we throw those two into the flooded prison anyway. I'll worry about that another time too. Only one worry at once.

Like why Remalle and Riczo and Ishar have just come out of the tunnel screaming about goblins. See, that's a good worry for right now.

.....

Next: Other Things to Worry About

((Naithal will be in the next update. I'ma try to do a quick run of very short updates, get things moving))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **July 03, 2014, 12:20:37 am**

So, an update: Oceanbridge is basically broken. I'm not sure what I did, but the game crashed when I try to load the save. I have a backup, I think, but it's old. And... to be honest, with this, and with personal stuff, I don't think I can go from there.

I've got an idea for maybe finishing the story off in adventure mode, or just starting over when the new dwarf fortress version is released, or doing something else altogether. I don't know yet. Maybe nothing.

I'll keep trying to get it to work, of course. That's all.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **July 03, 2014, 12:00:33 pm**

Well, Oceanbridge survived all catastrophes till finally The CyberApocalypse happen.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Remalle** on **July 03, 2014, 12:02:19 pm**

Man, that's unfortunate. You had a good long run, though. Any chance of a Greatbridge III sometime in the future? :P

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **highmax28** on **July 03, 2014, 03:34:06 pm**

Quote from: Remalle on July 03, 2014, 12:02:19 pm
Man, that's unfortunate. You had a good long run, though. Any chance of a Greatbridge III sometime in the future? :P

I think after this chaos, varnish would want to avoid doing a third. But it would be intersting to see a chronicle of an adventurer dealing with the bridge

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **July 06, 2014, 02:43:07 am**

There might be a Third attempt in the future, yeah. I want to finish one of these some day, somehow. See how much of mess I can make of things in the new version whenever it comes out.

I would change up a lot of things probably, though. Like actually come up with a design for the bridge beforehand! Now that would be fancy.

I'm trying to think of a way to give this one a conclusion, because I like closure of some kind.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyrannus** on **July 06, 2014, 04:08:28 am**

Guy in the lead getting haunted by ghosts going insane, Tantrum Spiral, 7 survivors leave to start another bridge somewhere?

Also, if this happens, dibs on Oh Belgium being a survivor. :P

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **highmax28** on **July 06, 2014, 11:05:57 am**

Quote from: Eotyrannus on July 06, 2014, 04:08:28 am

Guy in the lead getting haunted by ghosts going insane, Tantrum Spiral, 7 survivors leave to start another bridge somewhere?

Also, if this happens, dibs on Oh Belgium being a survivor. :P

+1

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **July 08, 2014, 02:45:52 am**

Well, that is one idea.

I need to find a mod similar to the fortress defense mod, though. The newer mods all change too much about the game: I need vanilla gameplay with added enemies.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **TheFlame52** on **July 08, 2014, 01:22:49 pm**

Hey, what about Blood for Armok? (shameless plug) It adds two new enemies, three if you count the fire imps.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **July 14, 2014, 12:33:38 am**

Respect, I know that making a mod is a lot of work, but it just doesn't seem like the right fit.

Working on a final entry for this one. Hopefully it will be up by tomorrow or the next day.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **MarcAFK** on **July 14, 2014, 01:33:02 am**

Wait, fire imps were removed? :(

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **July 16, 2014, 02:38:27 am**

((i dunno))

From the Journals of Aban Brothertreaties:

Well, this is it.

I have quite a lot that I want to get down, and a very short time to write it in, so I'll have to cover the basics quickly. Remember that tunnel we were digging under the ocean? That tunnel was an enormous success, in that it reached the opposite shore long before the bridge. Unfortunately, it turned out that all of the enemies of Oceanbridge had gathered there. Goblins, naturally, along with the frost giants, the walking dead, and bird men and ape men, and of course those strange undead goat men. The whole menagerie. And they all came down the tunnel and into the fortress. I'd ask how they new that our tunnel would come out there, but I'm sure I know.

But it led to running, panic, and all of that usual fun. I've written about it so many times, do I really need to write it again? How many times can one dwarf write about a fortress falling to disaster?

Why am I still alive to write this? Well of course, some of us are very good at running now, and there's still the safe room. Those of who made it in here in time (or at least, the one's who I know the names of) are: Remalle, Gar, Ishar, Di, the Soldier, Neo, Naithal (At least, I think he's back. How many Naithal's have we had?) Slime, Croaker, the mayor, (Whose name I'm not going to write down), a few others. Enough to make it clear that there aren't many of us left.

I talked to Remalle about everything that's happened. I don't know if he's really all that sane now, but he told me more about that future he says he saw, where Rakust had gone mad. Driven mad, he told me, by the Bridge itself, the Bridge being both a symbol of and a prison for the god. And how he thought that Bomrek, the goddess of Fortresses, had gone mad ages ago when the mountainhomes were built, for the same reasons. That she had started this whole thing by driving the queen mad, and making us start to build this bridge so many years ago. It all made my head spin, and the worst of it is that he thinks that horrible future will still happen, because we failed, somehow.

Yeah, we talked for a long time. I don't know how much of it is true. I do know that there's something pounding at the door of the saferoom that sounds a lot like a frost giant (yes, I know what a frost giant pounding at the door of a saferoom sounds like). I suppose it's time to put this book down, and face up to the whatever the gods have in store for us.

.....

The dwarfs of Oceanbridge were huddled in a small group, behind a pillar in the saferoom, away from the slowly breaking door. Remalle was absentmindedly carving a stone slab in memory of a farmer he'd watched die in the latest attack. Neo was cleaning his sword and preparing for (yet another) death. And Aban was writing, as she had been since the very first day in Oceanbridge.

Gar meanwhile had been watching her write in silence, and then in growing frustration, before he finally just shouted , "So, why the hell aren't we leaving out the back way yet?"

Remalle stopped carving, Aban stopped writing and everyone in the room stared at him as he glared right back. "There's a back way?"

Gar rolled his eyes. "Of course there's a damn back way! You think I'd design a safe room without a back way out? How long have you people known me? Goes right out into the jungles. You can all die here if you want, I know you're all great at that, but I haven't died once yet, and I don't intend to start now."

Aban spoke slowly, a strange new idea entered her head. "You mean, we can just leave? Abandon the whole thing?"

"Of course, why not?"

Remalle shook his head, "Aban, if we abandon the bridge forever, that means-"

"I know what it means, but..." And that was when Aban finally realized something important. "Ok, forget the bridge, forget everything. Let's get the hell out of here. A bunch of insane gods can fight over this ruin till the end of time for all I care. I'm... I'm done with this. This is the door, back here?" She pointed at a patch of off color marble in the wall, near where Gar was standing. He nodded.

"But, Aban, we need to stop them somehow, now, otherwise things will just get worse everywhere! Don't you believe what I said?"

Aban shrugged, and with a gentle push, she opened the door leading to the escape tunnel. It swung open easily, and brought the scent of salt water with it. It felt right. "Well... you know what? I think we've done enough. I mean, look at this place. Look at how huge and confusing and awful it is. Do you know what I think that means? That means that this *is* the mountainhomes now, and up there is... *most* of a bridge. Those are they symbols, right? That's got to be worth something. You said in the future you saw, the bridge collapsed when the fortress fell. Well, it hasn't, and I don't think it will. Those stupid gods want us to stay here and follow their insane plans, but... we *have* changed things, Remalle, somehow. That future won't happen. I admit, the new future might not be better... but we aren't going to find out about it here. I'm going. The rest of you can follow me if you want to."

"That makes not one damn bit of sense."

"Shut up, Gar." Aban turned her back on the saferoom, and with one deep breath, she walked through the door. She turned back, and said "Come on, people. Let's go. We're done here."

And they all followed her.

Remalle did too, though he was the last one to leave. There was something he had to do, something that had somehow become *his* task. He had to remember.

He looked around the room, at the marble and microcline walls, covered all over with the strange history of Oceanbridge. There was the many deaths of Derm, the Soulchopper. There was Peacespray, the greatest soldier the fortress had know. The forgotten beasts were there too, even the one who had nearly killed Remalle himself so many years ago. Various mad mayors and their individual downfalls, dwarfs running from the bridge and dwarfs returning to it. A engraved image of Wilberforce leading a charge against the apemen, and of Ishar killing a frost giant with her bare hands. Gar and his magma pumps, and so many others that only he remembered, from Karakzon to Guy, from Turk to Person to Nix. The mad queen, long dead and forgotten along with the Mountainhomes. And of course, Rakust and a bridge, over and over.

He took it all in, and then, on a whim, carved a few more quick lines into the floor. They weren't much, but it had to mean something. It all had to mean something, even in the end.

And then he ran.

.....

((That's all))

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **MarcAFK** on **July 16, 2014, 03:30:16 am**

A fitting end for such an epic tale. At least someone survived to tell the story of what happened, and you know Remalle won't give up on his dream...

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **July 16, 2014, 03:32:13 am**

Hell yeah.
We'll build a new Oceanbridge for ourselves, with climbing and multi-tile trees!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyrannus** on **July 16, 2014, 09:55:17 am**

Praise be to the mighty Oceanbridges!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **July 17, 2014, 02:10:52 am**

Quote from: peregarrett on July 16, 2014, 03:32:13 am
Hell yeah.
We'll build a new Oceanbridge for ourselves, with climbing and multi-tile trees!

Oceanbridge would not have lasted one year in this new version. Hiding behind walls and hoping the problem would go away was my main defense. Now I may have to actually make an organized military.

I just wanted to thank all of you for reading this thing for so long. Eventually I'm going to try something again, but I've got no idea when.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **July 17, 2014, 02:42:01 am**

Quote from: varnish on July 17, 2014, 02:10:52 am
Quote from: peregarrett on July 16, 2014, 03:32:13 am
Hell yeah.
We'll build a new Oceanbridge for ourselves, with climbing and multi-tile trees!

Oceanbridge would not have lasted one year in this new version. Hiding behind walls and hoping the problem would go away was my main defense. Now I may have to actually make an organized military.

I just wanted to thank all of you for reading this thing for so long. Eventually I'm going to try something again, but I've got no idea when.

Don't worry, just bring more yaks.
As for next try, better wait for Toady to fix most of bugs.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **July 21, 2014, 12:52:15 am**

Quote from: peregarrett on July 17, 2014, 02:42:01 am
Don't worry, just bring more yaks.
As for next try, better wait for Toady to fix most of bugs.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Iamblichos** on **July 21, 2014, 02:55:53 pm**

This was an epic read, and you did a hell of a good job.

I look greatly forward to seeing what you come up with in the future :)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **July 25, 2014, 01:15:08 am**

Thank you, it's always amazing to hear that people have read the whole thing, and that they enjoyed it.

Also in the world of good things, I just tried out a similar embark in the newer version (2*16, over a body of water, etc), and it worked really well! No fps issues yet. So there's hope for a new Oceanbridge, or whatever I might call it. And it looks like darkfragrance might be updating the fortress defense mod too.

Still trying to decide exactly what I want to do; whether it should be a sort of continuation of this story, or something new completely.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **July 25, 2014, 03:26:49 am**

Quote from: [varnish](#) on July 25, 2014, 01:15:08 am

And it looks like darkfragrance might be updating the fortress defense mod too.

Or alternatively you can use a vanilla world populated with necromancers:



With dwarves' tendency to run away in terror that could be quite a challenge

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **MarcAFK** on **July 25, 2014, 05:12:40 am**

That volcano in the northeast looks so lonely :(

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **July 31, 2014, 01:08:57 am**

Quote from: [peregarrett](#) on July 25, 2014, 03:26:49 am

Or alternatively you can use a vanilla world populated with necromancers:

With dwarves' tendency to run away in terror that could be quite a challenge

That could work to, I suppose. How do you get a world with so many necromancers?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **TalonisWolf** on **August 01, 2014, 08:21:11 pm**

It's a bit of a bug... or it was?

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **peregarrett** on **August 02, 2014, 03:31:10 am**

Quote from: [varnish](#) on July 31, 2014, 01:08:57 am

Quote from: [peregarrett](#) on July 25, 2014, 03:26:49 am

Or alternatively you can use a vanilla world populated with necromancers:

With dwarves' tendency to run away in terror that could be quite a challenge

That could work to, I suppose. How do you get a world with so many necromancers?

It usually happens in a world with long history and quite a number of secrets.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **August 04, 2014, 01:44:28 am**

Ok.

I have a plan. If there's nothing else disastrous in the way, I'm going to start a new thing this month.

It's going to be something completely new, probably, but still giant bridge related. Because that's what I gotta do.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **pregarrett** on **August 04, 2014, 04:25:53 am**

Quote from: varnish on August 04, 2014, 01:44:28 am

Ok.

I have a plan. If there's nothing else disastrous in the way, I'm going to start a new thing this month.

It's going to be something completely new, probably, but still giant bridge related. Because that's what I gotta do.

Nice! Dibs on mechanic who always survives.

Doing "The Bridge" thing in my current 40.05 fort. Military is much harder there than before, after a forgotten beast attack with ~20 casualties whole fort of 160~ is in the deep emotional shock sauced by old good tantrum. Hope 40.06 is save-compatible, don't want to lose it - The Bridge is about 1/4 completed.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Iamblichos** on **August 06, 2014, 12:15:05 pm**

I'm in for a dwarf and turn ;)

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **August 08, 2014, 01:28:38 am**

Well, it's going to be a community thing like this one, so no turns. But there will be dwarfs for everyone.

What I'm working on is basically my own mod for the game. I'm adding in several new enemies that will add some danger, but not be quite as insane as the Fortress Defense mod could be.

I feel egotistical doing that, all "I'm making a mod just for my game!" But i've actually been working on learning to mod for a while now. It's not just for me.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **varnish** on **September 06, 2014, 03:26:33 am**

Ok, so the new fort will start tomorrow.

I will start a new thread for it.

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **Eotyrannus** on **September 06, 2014, 03:46:49 am**

Praise varnish!

Title: **Re: Oceanbridge - A Fortress Defense Community Fort: Reclaimed, Again! (And Again)**
Post by: **pregarrett** on **September 06, 2014, 06:11:38 am**

Gar the Luckiest Mechanic is ready!